

# GENERAL

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R. MacGowan



# ★ The AVALON HILL GENERAL The Game Players Magazine

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## Avalon Hill Philosophy Part 91

As of April 1982, the needs and wishes of the hard-core wargaming public have been addressed with the advent of the New York-based Victory Games, Inc. At first concerned exclusively with the design, development, and promotion of its quality wargame-oriented line, Victory Games will in the future expand into the areas of science fiction, role-playing, and computer games. The firm will rely heavily on its parent company, Monarch-Avalon, to provide administrative and service support. The "think-tank" atmosphere and concentration of effort afforded by this unique arrangement are intended to produce a body of games of a consistently high standard and exceptional variety.

The range of topics to which Victory Games plans to address itself has not been categorically limited, since the design staff includes personnel

experienced in virtually every aspect of the industry. An initial schedule, covering the first year of operations, includes forays into contemporary and World War II conflicts, science fiction, and role-playing. Initial design conferences have already taken place for several of these products, and work is underway to devise new systems both for new topics and for subjects whose popular appeal seems never to diminish throughout the hobby.

The staff of Victory Games includes four of the most respected designers in the field. Together, these individuals represent some 25 years of experience, during which time they have been responsible for the design and/or primary development of more than 60 fantasy, science fiction, role-playing, and historical simulation games.

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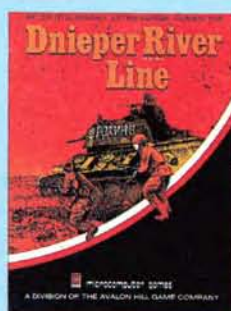
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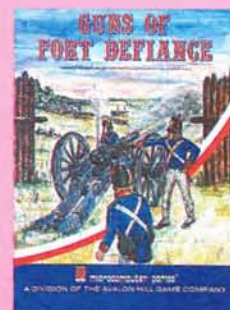
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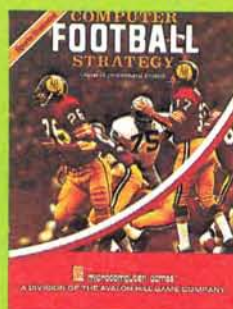


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# THE COMBATANTS OF ARNHEM

## Contrasting Approaches to STORM OVER ARNHEM

By Thomas C. Springsteen  
and Donald Greenwood



Thomas Springsteen headed one of the "blind" playtest groups for *STORM OVER ARNHEM*. As such, he reported his findings directly to the developer: Don Greenwood. The relationship must have been to Greenwood's liking, because he is still getting in the last word—dissecting Springsteen's British analysis to aid in the presentation of his own theories on how best to play the Germans.

### THE BRITISH

*STORM OVER ARNHEM* is an interesting and impressive game. Its components (especially the mapboard artwork) will certainly be the topic of favorable commentary and set a standard for comparison for future game releases. *SOA* is a unique and innovative system, a refreshing change from the conventional zone of control and hex formats. The designer's emphasis on playability is readily evident. However, I was pleased to discover that many aspects of the design contain subtle but significant amounts of realism, making the game an interesting simulation as well. The player can incorporate this simulation to his advantage by reading the game's historical notes and reviewing additional literature inspired by the battle.

#### General Strategy

The primary premise that the British player must accept is that by most standards he will, in all probability, "lose"—both in casualties and in the amount of terrain forfeited. Historically, the British force held much longer than was planned or

reasonably expected, but was decimated in so doing. Given unlimited time, the German player will overwhelm the British bridgehead. But herein lies the proverbial "fly in the ointment" for the German forces. They do *not* have unlimited time; Operation Market Garden, a major Allied offensive spearheaded by tanks of the British XXX Corps, is in progress to the south of the little town. The spearhead is rolling inexorably, although unexpectedly slowly, towards its critical objective—the bridgehead over the Rhine at Arnhem.

The German player *must* eliminate or displace the British forces from the neighborhood of the bridge within the time frame required, or the British force will "win" a strategic victory. Therefore, the British player is on the defensive, and should strive to inflict the greatest amount of casualties and/or create as much disruption among the enemy as possible while his perimeter and force are reduced. This is not to say he should ignore occasional *offensive* opportunities. Brief, well-timed and well-executed offensive forays can be costly and quite disruptive (physically and psychologically) to the enemy. The net result can be the acquisition of critical time for the beleaguered bridgehead. Neither player should be lulled into thinking that the British are pushovers. The British 1st Airborne Division, the "Red Devils", contained (in actuality and in the game) elite units capable of taking and dealing severe punishment.

The heart, therefore, of the British player's strategy should be to trade real estate and men (unfortunately) for time. The key to this strategy will be to understand and recognize the moment to end

the tenacious resistance for an area and fall back to conserve enough strength to maintain a sufficient bridgehead for the required duration. Let us now examine some of the major aspects associated with this strategy.

#### Terrain/Deployment

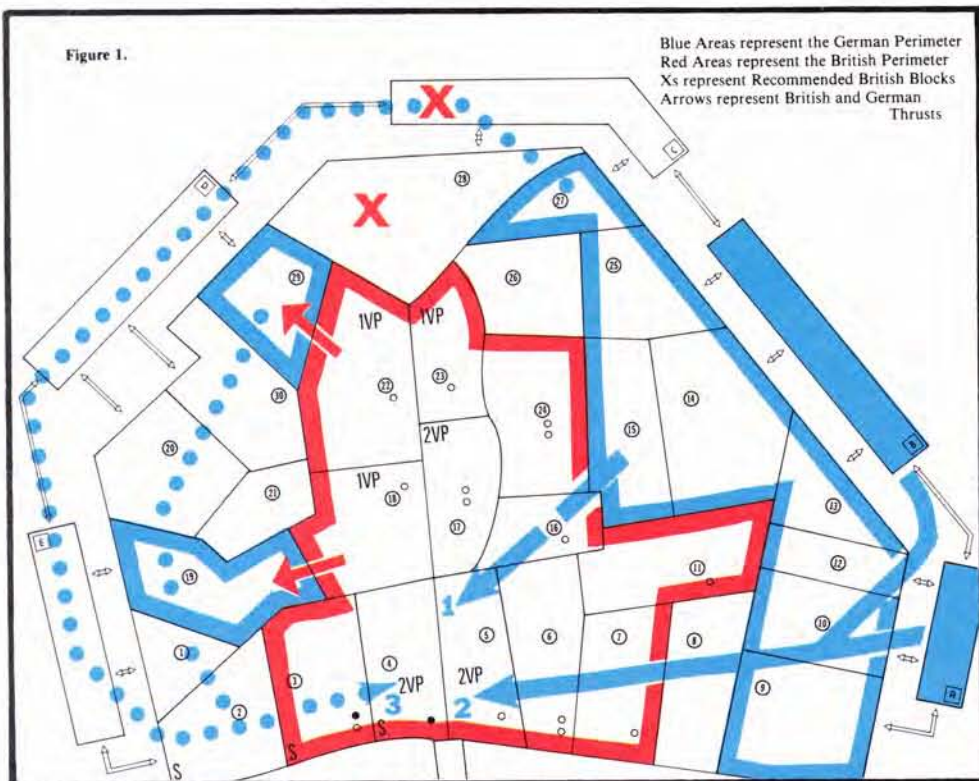
The mapboard is an excellent scale representation of the urban battle zone around the Arnhem bridgehead. The region is subdivided into areas for ease of play. I highly recommend that players take a moment to read the first two paragraphs of the Designer's Notes to fully appreciate the rationale and effort behind this concept. Figure 1 is color coded to show the initial British, German SS and German Army perimeters.

Arrow Number 1, of Figure 1, indicates the probable primary German SS thrust. The second arrow indicates the likely German Army (with some SS support) attack along the riverfront. This thrust will probably have the German Army Mark IIIs involved as armor support. Arrow No. 3 indicates a potentially dangerous lightning thrust by SS armor, supported by infantry deployed on the western flank of the British perimeter.

As indicated by the above comments, and graphically by Figure 1, the primary threat to the British perimeter is on the eastern flank. The potential threat of an early armor pincer movement (Arrow No. 3) can be eliminated or reduced by moving British units into the northern regions (area 28 and zone C) of the battlefield. This is possible due to the British player having the Tactical Advantage, which determines which player will have the first



Figure 1.



impulse of each turn, at the outset of the engagement. This action will produce one of two possible results: it will guarantee that the western German forces will not be overwhelming (due to initial deployment restrictions), or it will force the German to reveal his early intentions concerning any rapid SS armor thrust and slow his attack, allowing the British to regroup.

As can be surmised from Figure 1, the British-controlled area 16 is one of the most critical areas on the board. It is in the direct line of advance for any projected primary SS thrust. In addition, it is adjacent to two high Victory Point areas (5 and 17, two VP each) and borders the likely primary German Army line of advance. Area 16 often becomes a meat grinder for both forces. The area generally involves, in one way or another, so many units from both sides that its retention or collapse can be a major factor—for both players. As important as it can be to the game, a player should avoid the potential tendency to be pre-occupied by the struggle, and must be conscious of the big picture and not become vulnerable by overly weakening other fronts.

Because of the German's numerical superiority, the British player will soon find himself hard-pressed if he has multiple threats around his perimeter. One ploy addressing this problem is to launch a strong, surprise counterattack against the German SS units in the west at the beginning of the game. This strategy could eliminate, or at least cripple, the threat from the west. Once the enemy force on that flank have been effectively neutralized, the British can shift all their strength toward the assaults expected from the east. Perhaps the best tactical method for launching this attack is as follows: *First British Impulse*, rush SS-occupied area 29 with strong British units from area 22, while simultaneously isolating the west flank by splitting units off into area 28 and zone C; *Second British Impulse*, rush SS-occupied area 19 from area 18. Note that area 3 could also be used for a staging area but is vulnerable to disruption from "S" enemy artillery units (mostly anti-aircraft emplacements across the river). If one or both of the areas are unoccupied, immediately begin transferring the bulk of the English forces toward the obvious juggernaut forming on the eastern flank.

The key to success of this lightning hammer-blow is to commit sufficient strength to guarantee results, but provide adequate support for the eastern perimeter to temporarily hold until reinforced by the western forces. This is easier said than done, but well worth the gamble when one considers the alternative of potential early attacks from the east, north and west. The surprise, disruption and psychological impact to the German player as a result of this bold English offensive should consume time and could conceivably throw the German off balance, triggering tactical errors. An additional point to keep in mind; the British should refrain from direct fire attacks on the two western SS areas, denying them the opportunity to retreat en masse from Close Combat.

Concerning deployment, the initial setup can be crucial to the flow of the game and the ultimate outcome of the conflict. Too, like chess, this game has several standard "best" moves/countermoves, which quickly expand geometrically after a few impulses or turns; the game can rapidly degenerate into a mass melee. The player who has learned and executed the best opening moves can gain significant advantages by the time the melee or general engagement has commenced. This phenomenon is especially evident when the optional ten second impulse time limit is enforced.

Alternately, the simultaneous hidden pre-game placement imposed (rule 5.5) can be used to the player's advantage if he can confuse his opponent with an unexpected (but well thought out) setup, which will be disruptive to the German's intended grand strategy. Again, the latter's net result could be the unproductive consumption of additional time by the Germans, which is of vital importance to the English. As a final comment, British players should constantly monitor the game "clock" and Victory Point tracks, weighing the importance of abandoning areas (including VP areas) against consuming the resources to maintain them.

#### Available Forces

The units represent the approximately 600-700 British paratroopers who reached the objective, and their limited anti-tank support.



These 27 units are the famous airborne "Red Devils", the core of the British force. The squad level units represent two full companies (A and C), an understrength company (B), and a defense platoon. These units have the second-best attack strength and defense factor among the units available to the British, and are by far the most numerous type on the British side. In their uncommitted state, they are superior to the German Army units, and trade blow for blow with most of the German SS units. One of their unique advantages is the unit integrity die roll modifier (DRM) advantage they can gain if attacking as platoons, in their correct organizational grouping. To maintain this advantage, they should nearly always be deployed as platoons rather than squads. As a general observation, attacks at platoon strength or higher often kill, while multi-impulse squad attacks tend to be useful as push/disruption attacks. Many of the German's units also enjoy the platoon strength attack DRM. Whenever possible, the British player should be aware of opportunities to disrupt an enemy platoon's organization by inflicting casualties or retreats. Close Combat attacks are often an excellent means of inflicting (and receiving, of course) such disruption. The most likely time for Close Combat thrusts is at night. The darkness (and resultant reduced area entry costs) allow units from further away to join the assault.



The six Engineers are nasty! They are by far the toughest units available to the British player, and should not be squandered. They can often intimidate an enemy contemplating unfriendly thoughts for their area. The four 1st Parachute Squadron Royal Engineer squads enjoy the same unit integrity DRM previously mentioned. These units can generally match or better any German unit, including most armor (woe to the armored car close-assaulted by them). The defensive tenacity of the Engineers is legendary. I would recommend a healthy representation of Engineers in the suggested first impulse attack against area 29 and/or area 19.



The five Reconnaissance units are similar to the airborne forces previously described, but far less numerous. These units represent elements of the 1st Recon Squadron, and consist of one full platoon and one partial (two squads) platoon. Their major weakness is a lower attack factor. The attack factor of 3 is one less than the standard airborne infantry, and two less than the vaunted Engineers. This reduction obviously weakens their effectiveness in direct fire situations and makes them significantly more valuable in Close Combat assaults. I suggest that the Recon units are best tactically employed in two different ways. First, they would be useful as "additional unit DRMs" for direct fire attacks led by more powerful units. Secondly, they are excellent units to sacrifice in order to maintain the unit integrity of better forces in the same area. They adapt well to this latter role because of their unique characteristic of being weaker in attack, but equal to the airborne infantry in defensive strength. Therefore, they do not increase the vulnerability of stronger units in the same area, as generally happens with the weaker units—since the defense strength in an area is always used when determining non-Close Combat casualties.



The three squads of the Royal Army Service Corps form the weakest platoon in the British OB. Their defensive factor is the lowest of any of the English units in the bridgehead, equalling the ad hoc Reformed Units (see below). When attacking it is best to fire as a platoon, gain-



ing the DRM benefits from unit integrity attacks. Alternately, they can be scattered in the rear or interior areas of the British bridgehead as security/emergency reinforcement units. Their presence in areas occupied by other friendly forces can compromise the stronger units' security due to their low defense factor.



This lone squad represents the contingent of the 16th Parachute Field Ambulance personnel in the town. All of the comments presented in the previous segment are valid, with the exception of those dealing with platoon strength attacks. The small size of this contingent precludes the chance of it ever gaining a unit integrity DRM advantage. I often assign this squad sole responsibility for occupation of area 11, the extreme eastern and probably the most vulnerable area in the British perimeter. During its brief stay in the game, it serves to reduce SS mobility in adjacent areas. You can expect this unit to draw fire early and, in all likelihood, die early. Fate (or perhaps a deep basement) can cause the quantity of committed SS units necessary to displace or destroy this unit to be phenomenally high, much to the chagrin of the German player! The deployment of this unit is realistically questionable, certainly, a few derogatory remarks concerning SS capabilities can be useful at this point.



These six units represent the HQ units present and are divided into two major categories. Three are the HQ units of Companies A, B and C. Generally ineffective when attacking alone, they are quite useful for filling in for decimated squads in order to gain the unit integrity DRMs. Their defensive factor matches that of the Engineers, and they can be very effective against direct fire attacks (especially in their uncommitted state). Their major vulnerability is to Close Combat assaults. If unscreened by infantry, they will die quickly on the bayonets of the Germans.

The other three HQ units represent the higher echelon units that made it to the bridgehead. Most of the above comments concerning headquarters are relevant, except that they are unable to combine with the company infantry units for unit integrity DRMs. The major difference between these units and the company HQs is that they can call in the British artillery (be it ever so feeble . . . but ever so useful). The German is often very aware of the placement of these units. They may be subconsciously associated with the significant artillery strength that their German counterparts wield. If a British player holds his artillery threat in reserve, it can often have a noticeable effect on the German tactics.

One word of advice and caution is in order at this point. Under the category of "dirty tricks", the rules prevent a HQ unit from calling in artillery fire if its area is currently occupied by any enemy unit. The German player can become quite frantic in his efforts to clear a unit from the area. When a unit is eliminated, a nasty tactic is to thrust another squad immediately into the area (much to the increasing aggravation of the German commander). The amount of enemy units committed and the disruption caused by this tactic can be quite satisfying.



Placement of these two units, like the HQ units, often generates a lot of interest from the German side of the table. The AT batteries are the only units capable of direct fire against enemy armor in an adjacent area. They are especially effective against armored cars and the two SPW 250/8 units. I find that many German players are

especially armor-oriented. If losses can be inflicted on the enemy armor, it often has an adverse impact on the German player's morale.

Once the battle is joined, these units are effectively immobile. Initial deployment, therefore, can be critical to efficient use of these units. The best locations for AT battery placement are probably areas 16, 17 or 18. The importance of areas 16 and 17 has been illustrated by Figure 1. They are especially useful for AT gun placement because they are adjacent to so many areas. Area 18 can be useful in the later stages of the battle when the bridgehead has been reduced, or if the British player suspects a possible threat from armor on the western perimeter. If other friendly units are in the same area, the AT units are effectively invulnerable to direct fire. They generally succumb to Close Combat assaults or "abandonment" as the British perimeter shrinks, and AT unit withdrawal is impossible (due to the low mobility).

Speaking of armor, the British player should be aware of the three primary threats from German armor. First, they may remain adjacent to a British-occupied area, blasting away, immune to infantry fire. Secondly, armor has the unique capability, in the game, of leaving an enemy-occupied area and entering another. This rears the ugly spectre of armor overrun attacks penetrating to the inner bridgehead regions. Thirdly, the mobility of armor (especially armored cars) allows the German to fake the location of a staged assault, only to have it delivered by swiftly moving armor units at a weaker sector. They can also rapidly reinforce an apparent weak infantry probe.



These six units represent the maximum possible piecemeal reinforcements that could have conceivably broken through to the British perimeter at the road bridge. The airborne infantry unit capabilities and liabilities are identical to those detailed earlier. The units are remnants and can never attain the unit integrity DRM. Chances for entry of any of these units are rarely better than 14% during any given game turn, and probably less than 20% for the game as a whole. Put another way, the expected number of these arrivals is probably less than one unit, and if you do get one, consider yourself ahead of the game.



The Bren Carriers represent those units, loaded with ammunition, which attempted to force their way through to the beleaguered British bridgehead. Their attack strength is non-existent, their defensive strength is negligible, and they will succumb to anything larger than a Luger. Despite their weakness, the ammo they carry can save a close game. If they begin a turn in a British-controlled Victory Point area, they nullify the late game effects of ammunition shortages (adverse DRMs) of the British player for that game turn. If the German maintains the Tactical Advantage, the chances of a Bren Carrier appearing peak at 14% on turn 6 and drop rapidly thereafter. The prospects of one actually unloading its vital cargo are mighty slim, but they offer the only real hope for an active British defense on turn 8.



These eight units represent the ad hoc defensive units that were formed as a result of the desperate situation that the British force found itself in. They consisted of lightly wounded men and stragglers from other units. When the British force starts taking losses, it is likely that some of these units will be formed. They are the worst individual infantry squads the British player commands. Generally the British will accept and can use any help that he receives, even in this form. On the bright side, although the fractional mechanics of

their generation may prevent them all from coming into play, most of them will be used. There are several problems associated with these units. If the British don't possess a Victory Point area, newly reformed units are lost. (But, of course, if the British don't have a Victory Point area the game is lost anyway.) More importantly, the forced distribution (one per VP area) of arriving Reformed Units can compromise the defensive security of better units in the same area. The effect is a result of the lower defensive factor of these units.

### Fires, Fate, and Tactical Advantage

These subjects provide the visible elements of chrome in *SOA*. Fires are an especially interesting topic. They represent the Germans' desperate attempts to flush the British forces by setting fire to an area's structures. Some German players *never* use them, while others swear they are the decisive factor in the game. They are particularly dangerous when adjacent German forces coordinate their efforts. British units forced to leave a building (become committed) are more susceptible to adjacent direct fire attacks. On the other hand, German units driven to pyromania must be committed, and are *themselves* more vulnerable to direct fire.

*STORM OVER ARNHEM* is a game where fate can conceivably play a major role. An attempt to lessen the influence of the dice is made by rule 22, which incorporates a finite number of chits. This is perhaps fairer, but allows a player to monitor the chits drawn and their effect on future event probabilities. I prefer to let fate run its course and not incorporate additional, unnecessary mathematical influences in the simulation. Fate has a fickle way of swinging the pendulum both ways during a game, and is often the scapegoat for poor play.

Finally, the subject of the "Tactical Advantage" will someday result in an article on that topic alone. Suffice to say it's like a kid in a candy store (or a wargamer in a hobby shop) that can buy *one* thing. The problem is, what to use it for and when. However, several obvious comments are in order. Don't waste a Tactical Advantage by not monitoring the automatic change-over points on the turn track. And don't be so stunned by a particularly devastating attack result as to forget to use it. Remember to regard it as a small form of insurance, meant to be used but not squandered, and no difficulties should beset you.

## THE GERMANS

Given the editorial advantages of hindsight, I will now unabashedly display my lack of a sense of fair play by seizing the opportunity to comment on my English colleague's theories of devising an effective British perimeter defense. You'll notice that I enter into this endeavor with no fear of reprisal in kind—secure as I am that this treatise will be rushed to press before my opponent lays eyes on it, let alone sets pen to paper. Besides, my general lack of principles adds to the credibility of my role as an SS commander. And more importantly, my role as the game's developer requires that I cry out in protest over a few of Tom's points that I consider to be fallacious or ill-advised, before setting forth my own views on how best the Germans can tear down the British positions that my criticism will seek to strengthen.

### Know Thy Enemy

At the outset, I should acknowledge that Tom's advice is given in terms of generalities. Doubtless, given specific situations to respond to, he would respond with more advisable courses of action. So much for charity. If one is going to deal in generalities, one should not launch his article so as



to leave the reader with the impression that his best form of defense is to commence a limited offensive. Such wholesale advice is to presume that this course of action can be entered into frequently with high hopes of success, when in reality it can be rarely attempted without temerity and only against a surprised or confused opponent.

In short, the occasions in which the British offensive outlined by Tom could be of any real use are extremely rare. To be of practical, long-range benefit, the British would have to have received reinforcement from off the board, and the German would have had to commit already (and most unwisely) his western forces without effect. Any British offensive against uncommitted forces would be pure folly. Even if the British were not repelled, the German units would not be surrounded and could readily retreat into zones D and E respectively. The game accurately reflects the advantages of the defender in street fighting; to abandon those advantages for a limited role reversal due to a local superiority against a strategically superior enemy would be suicidal in the long run, no matter how temporarily satisfying it may be to the ego. To make this attack against committed German forces is a mistake; to attempt it versus uncommitted forces is insanity.

In fact, the longer I reflect on the matter, the more difficult I find it to conceive of a situation in which such an attack would be beneficial. Not only would the British be unduly exposing their force in an attack they cannot afford to lose, but even if victorious they will find themselves far removed from the eastern perimeters. Blocking zone C might be advantageous to the British if it kept the Training Companies in zone B out of zone D on turn 1, but that would require more than the indicated single delay units in 28 and C. A third unit from 22 would have to enter zone D to keep the 3-5-5s out in turn 1, and yet a fourth and fifth delay unit may be required in 28 if German starting forces in 27 are substantial or lucky in their attempts to clear it. Perhaps if the Germans occupied only one of the two western setup areas and were committed, and the Germans were having troubles to the east, and . . . Suffice to say that, as the German commander, I would welcome British offensives on the western perimeter *unless* I was foolish enough to set up my main artillery HQ on that side.

All of which is not to say that the British are incapable of limited offensives. They most certainly are capable, and I have vivid recollections of whole companies massacred along the banks of the Rhine to prove it. Yet, Thomas advocates holding the key to this offensive capability with but a single squad of the 16th Field Ambulance! Figure 1 graphically portrays area 11 as a British peninsula jutting out into a sea of German blue. It is adjacent to five SS setup areas—four of which are free of fire from any other British perimeter area. Small wonder that Tom abandons it to the wolves for the price of a hapless delaying unit. But look a little closer, Tom. That British peninsula can also be likened to a thorn stuck in an unprepared German paw.

One should keep in mind that the way the game simulates the initial German confusion over the extent of the British defenses is to force the German player to set up with no more than five units per area and so commit their forces piecemeal at the outset. By not staunchly defending area 11, the Germans are allowed to deploy for turn 2 free of hindrance from the foremost firebase. Whereas Tom meekly extends area 11 and two Victory Points to the German on a platter, I am more inclined to man it with the better part of an entire company including an occasional AT gun (which is likely to find an armored car or two in range). For as long as area 11 is British-held, areas 6 and 7 remain a dangerous cul-de-sac which the Germans may enter only upon threat of encirclement and destruction along the banks of the Rhine. Once all adjacent

German units have been committed, a single British squad moving into area 8 would expose German committed units in 7 to treacherous fire from area 6. It is a trap that has been sprung many times.

Area 11 is also vital as a firebase alongside the only German area which can direct fire into the eastern British perimeter proper (excepting 11) on turn 1. Area 15 is the only eastern area in which the German can set up his 10th Recon Bn HQ and be sure of targets for his artillery. If faced by strong fire from three areas (24, 16, 11), the German would be foolish to commit his forces there as long as the British remain uncommitted. That being the case, a single British sacrifice unit moved into 15 to foul the German HQ will deprive him of the bulk of his turn 1 artillery should the forces in 25 and 14 prove unable to dislodge it.

All of which is only a portion of the case which could be assembled for putting up a defense of area 11 similar to a dog with a bone. To be fair, Tom could rightly respond that defending area 11 gives Jerry too easy a target for his artillery, which might well have been hard-pressed to find suitable targets on turn 1 given favorable second-guesses uncovered by the simultaneous unveiling of deployment. However, it is this proclivity to second-guess the enemy's whereabouts that must be fostered. Abandoning 11 every game won't lead to many surprises, any more than stacking the King's Best to the rafters on Oranje Wachstraat will. The point is that 11 is the area where the most variation in placement from game to game can be expected. Total abandonment of 11 is not a bad move, *if* it catches the enemy by surprise with his artillery spotters back in areas 10-14. A good British player, like a skilled boxer, doesn't telegraph his punches. There is no "best" initial setup for the British if it is to be repeated game after game without variation. Within the confines of the rules, every setup has a counter-setup; only by keeping the German unsure of what to expect can you best take advantage of the hidden initial placement.

I shall not launch into a diatribe on setups and counter-setups here. That is a subject that can best be addressed in later articles by other authors more learned and practiced than I. However, before moving on to a general discussion of German units, I would like to countermand a point that Tom repeated several times in his presentation: that inclusion of a weaker unit in an area with strong units actually weakens the defense of that area. This is a widely held misconception that designer Courtney Allen nicely lays to rest in his Designer's Notes [elsewhere in this issue]. The allegation is true (and only in a limited sense) only if the weaker unit is at least two factors weaker than the weakest other unit in the area—such as would be the case if a reformed unit (3-6-3) were to be formed in an area defended exclusively by engineers (5-8-5).

Lastly, I should also point out that Tom seems to overstress the value of the platoon integrity DRM to the British, who can rarely afford to fire in platoon strength. Rather, the British need to fire as often as possible to *push* German units away so that they cannot form effective firebases for the next turn. It is especially difficult to comprehend a situation where the British engineers would be tempted to use their platoon integrity bonus for a single +1 DRM on an 8AF attack (rather than three separate 5AF attacks) unless they were absolutely certain that no other German units would remain in range at the end of the turn, *or* if they have the opportunity to eliminate an extremely valuable exposed German unit (such as the 10th Recon Bn HQ). This is not to say that these occasions will not arise, but their frequency is not as great and the rule is of far more benefit to the German. This fact makes British Co. HQs most valuable as sacrifice pieces (or, more accurately, as delay pieces due to their high defensive value which makes even a committed HQ hard to dislodge), whereas the German player has con-

siderably more reasons to keep them intact at the expense of his infantry.

#### Available Forces



The 10th Reconnaissance Battalion Headquarters is the single most important piece in the German arsenal. Its ability to call in all three sources of artillery support makes it invaluable in the early stages of the game. It is hard to conceive of a German win in which this unit is lost early. As such, it should be highly protected and never left without a protective screen of supporting units of the same type (i.e.: uncommitted or committed) to absorb fire impulse casualties and hold close combat attackers at bay. It should also be flanked by high AF units such as the SPW 250/8s in the same or adjacent areas to clear away sacrificial units which attempt to thwart its artillery observations. Despite its importance, it must be at the forefront of the attack—always in position to direct fire onto an adjacent enemy concentration. Thus, it usually sets up in area 15. More conservative placements abound in 10-14 with an eye toward hammering a well-defended area 11, but this could be thwarted by a weak or non-existent British defense of area 11 which would silence the German big guns on turn 1. Westward placements in 19 and 24 are far too chancy due to the lack of firepower support which is needed to prevent British forays into the area to block artillery attempts. To further discourage such attempts, as well as buy time before committing forces and to provide covering fire for subsequent movements, the artillery barrages should be among the first German fire impulses with those easiest to be blocked used first. Once even one artillery barrage has been used, the value of a British sacrificial move into the spotter's area is considerably diminished. This unit and its accompaniment should be among the last German units to be committed so that it can move to a new point of attack for the following turn and not be left behind in subsequent play.



The two PSW 234/1 armored car units are the most robust of a recon contingent not known for its defense. As such, they are the best choices to attempt to draw premature fire from an AT gun when planning a daring foray into the range of one—if the Mk III panzers are unavailable—but that is an unpleasant duty at best. Their true value is as a highly mobile blocking force which can be thrust into an area when the opportunity arises to prevent British movement within the perimeter. Until that time arises, they should stay out of harm's way by adding firepower to an armor kill group. If you must set up armor within firing range of a possible AT gun, these are the units to do it with; but deploy them together so they can at least absorb a two-casualty-point hit with a retreat instead of an elimination.



The three PSW 231 armored cars of the Basic Game are reduced to two in the variant game because the 9th SS remnant piece must join its ill-fated fourth sister piece in the crossing attempt, where it is not likely to survive the entry. Like the other armored cars, its defense factors are too weak to mix it up in combat. These should be kept out of trouble as the armor support for a kill group until such time as their speed gives them an opportunity to die a meaningful death by rushing to reinforce a critical contested area or to block British movements. Their speed makes these highly valuable pieces, which seldom survive a game. Before the advent of rule 13.7, their primary use was as cannon fodder to absorb AT gun losses aimed at the 6-2-8s. Even so, the 3-3-10s remain



good choices to absorb casualty points caused by artillery and same area combat because, as armor units, they can absorb *four* casualty points instead of three, thus leaving more valuable units in the target area untouched. These units are usually setup out of the way in areas 9, 25, or 27.



The lone PSW armored car HQ unit is, perhaps, the second-most valuable German piece. Its defense factor of 3 makes it slightly more survivable than the 6-2-8s, yet it is among the most mobile units in the game. The fact that its 6AF is available from the first turn makes it even more valuable than the late arriving Tigers. Loss of such firepower early in the game would be a harsh blow to German chances. Like all armored cars, it should be kept well away from AT guns and British artillery. Sooner or later however, both will have to be dealt with; against a competent British player the confrontation with artillery will likely be sooner than later. When that occurs, this is the 6AF piece which should be placed in harm's way. This is why the natural accompaniment for this unit is lots of 3-5-5 infantry—both to provide the firepower for a kill group and to absorb the casualty points that the artillery fire this piece will surely attract will generate. I use the term "kill group" to identify a maximum attack strength force. According to the rules of the game, the largest single attack which can be mustered is 16 Attack Factors plus a roll of the dice. A 16AF force can be mustered only by the German player since the British have neither armor nor a 6AF unit. An attack can include the AF of any one piece (6) plus 1 factor for each additional unit up to a maximum of six infantry, one HQ and three armor units (9) and a 1 factor bonus for platoon integrity. Such an attack force, assuming equal resolution dice rolls is guaranteed at least six casualty points against even the strongest British defense. When the German wins the dice roll there is real hell to pay. Such a force, when under the threat of British artillery fire, should fire as soon as possible. Doing so does not weaken the defense much in the case of a 6-3-10 (nor at all in the case of a 6-2-8) since armor defends at the same strength whether committed or not. I am far happier retreating committed units to fulfill casualty point losses than previously unused 3-5-5s. The 6-3-10 is too valuable to risk on the opening turn, but it accomplishes nothing if not placed adjacent to the enemy where it can bring its firepower to bear. Yet, initial placement restrictions limit the amount and type of support it can set up with. Using infantry to absorb artillery casualty point losses is easier to justify with supporting 3-5-5s than the SS units. For this reason, I favor placement in area 27 where it is out of danger and yet may still be of use in firing on any British blocking attempts in area 28.



The two SPW 250/8 units are of obvious value due to their 6AF, but are less mobile than the armored cars and the most attractive target for British artillery, thus making their use extremely specialized. Initial placement adjacent to potential AT guns or artillery spotters is all but out of the question for a conservative player. Setup in area 27 is clearly the best choice, unless flank support for the 10th Recon Bn HQ in 15 is desired, in which case area 25 can be a quite useful placement. On the reckless side, if the German has succumbed to the urge for an adventurous placement of the 6-3-10, he might as well go all out and place his 6-2-8s in attack positions also. The British have only one artillery option, so if you're going to give him one target, you might as well give him three. Placement in 14 and 10-12 would then be acceptable for the others, being sure to back them with 3-3-10s and 3-4-10s to absorb casualty points with retreats where possible. Adventures aside, the primary use

of the 6-2-8s should be as flanking fire for artillery spotters until British AT and artillery capabilities can be reduced.



The 18 panzer grenadier squads form the real power of the German assault force, and it seems as though there are never enough of them. Casualties involving these units should almost always be taken in retreats where possible through the mid-game. Attempts to maintain platoon integrity should be kept in mind, as the German has far more occasions for its use than do the British, and usually need to fire in platoon strength (7AF) or higher to be effective against uncommitted British forces. As is the case with most German forces, these units should seldom be deployed singly. There is safety in numbers and by committing them in bulk, the German avoids giving the British cheap (two-casualty-point) kills. The game is basically one of attrition which the German will win if he can trade losses evenly. He has 68 units at his command facing the British 50, and enjoys a higher likelihood of reinforcement. He need not gain territory or Victory Points at the outset if he can maintain a favorable rate of attrition, for his relative numerical superiority will increase correspondingly and the British perimeter will collapse like a house of cards as his resources and ammunition supplies dwindle. The initial setup restrictions make efficient placement of these units difficult. Three is not evenly divisible into the initial maximum stacking limit of five, so platoon integrity is usually sacrificed someplace right at the outset. Efficient use of engineers and HQs can minimize this, but not entirely. Wherever the 10th Recon Bn HQ goes, four 4-6-6s must accompany and brave the fire it attracts.



The two Panzer Grenadier Co. HQs serve a dual function: platoon integrity and backup spotting for the 10th Recon artillery. As such, their loss is not to be taken lightly. The painful choice of losing one of these or a 4-6-6 is not an easy one to make. The 4-6-6 should probably be sacrificed before the HQ unit, until later in the game when Close Combat becomes more of a consideration. Like the 10th Recon HQ, these units need to be at the forefront. Ideally, the German hopes to have all four of his artillery spotting HQs adjacent to the enemy in four different areas to give him the widest choice of possible targets and to diffuse the British tactic of blocking such fire with sacrificial units. They are frequently placed in the western starting areas with a platoon of panzer grenadiers and an engineer to form the most efficient infantry stack of five units and to provide an artillery option on the western perimeter.



The three engineer squads of the Heavy Weapons Company may well be the second most important pieces. They not only possess the best combination of infantry attack, defense, and movement factors, but have the special capacity of counting as three units when setting fires. Forget the platoon integrity DRM! These units should be separated to lead three different assault groups so that their 5AF can be used to lead three attacks, and so that there will always be units of lesser value to absorb casualties. The most efficient five unit infantry stack would consist of a platoon of grenadiers, a 2-7-6 and an engineer which could fire with ten Attack Factors. Unfortunately, placement of such forces on the western perimeter often wastes their firepower initially in a stalemate situation where both sides are afraid to fire first. Like the armored cars, they need support in bulk to be effective. Therefore, the third one on the eastern perimeter which is backed by plenty of low-grade

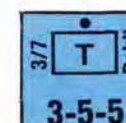
infantry is often the most important. Many downplay the fire rule because it rarely comes into play. However, when a major close combat confrontation leaves an area still hotly contested, the presence of an uncommitted German engineer and low grade infantry units to start fires in that area usually means that the area will soon fall. Without this rule, the British would be more apt to stand in place rather than fall back after the Germans have gained uncommitted access to an area. Survival of the engineers to maintain this threat is extremely important.



The Arnheim artillery unit is limited to use in areas 2, 3 and 4, but does not require a spotter. Its 6AF (4AF at night) makes it a cheap, although not very powerful, tool for keeping the British honest in the SW corner. Unable to fire at most uncommitted units at even or better odds, it is best used when it is not used but rather held ready as a threat to prevent British units in this corner from firing at committed German forces in 19. I like to withhold it pending a shot at a single committed unit where it has a 2AF advantage and can cause a kill with an even die roll. Rarely a game breaker, it is nonetheless usually available and never subject to loss. Every little bit helps.



The Bocholt Bn HQ is important solely as a backup for the 10th Recon Bn HQ in directing the artillery of the Harzer Kampfgruppe (8AF, 9AF); but this is no menial role. In the early stages of the game, it should be considered more important than any infantry squad simply because it can threaten artillery direction from another location—thus making the 10th Recon Bn HQ less vulnerable to blocking attempts. There will also be times when advances and circumstances prevent the 10th Recon from moving into any kind of forward position, leaving the Bocholt Bn HQ as the sole source of otherwise lost artillery support. The main drawback to be aware of is its low movement factor, which often prevents it from moving where it is needed. It invariably sets up in zone B, from where it can move into area 28 on turn 1 so as to direct artillery fire on areas 22 and 23.



There are 27 of these training squads which make up the Bocholt Battalion; they form the bulk of the German force. Their prime function is to absorb casualty points in lieu of the better quality units, and provide firepower for the kill groups formed around the 6AF armor. In the initial play, they will take casualties with retreats where possible; but later, when assaulting an area, they will die, absorbing three casualty points (sometimes even for two casualty points in a critical area) to assure maximum German presence in the area after the turn. However they are used, they should be committed en masse so that losses can be taken most economically (retreats for two casualty points; elimination, if desired, for three or more). Always be prepared to follow their movement with more of the same to replace the fallen, but do not make the mistake of stacking an area to capacity with them and then find yourself unable to move in the HQ spotter or engineer they were supposed to protect. Training units are meant to be used in groups; but they are also meant to be used in conjunction with quality units—to gain a combined-arms effect. Setup is usually standardized at two companies in zone B and one in zone A. If given my druthers, a company each is then moved to zone D to more than negate the British Tactical Advantage on the Random Events Table for turn 2, to area 28 to form a screen for the Bocholt Bn HQ, and to lead some type of assault along the southeast perimeter.





The three Training Company HQs are more useful than their factors lead one to believe since they can replace any one unit of their three platoons and still gain the platoon integrity DRM bonus. This takes on increased importance because the ranks of these units will be soon scattered to the four winds by losses and retreats. It is rare to find many of the original nine platoons still intact by mid-game. For this reason alone, I would recommend taking losses in 3-5-5s rather than their HQs until such time as an equal or disadvantaged Close Combat situation is anticipated. Equally important, these units, like all HQ pieces, enjoy a superior defense rating which makes them the equal of a 4-6-6 on defense. This means that after the committed armor have all been eliminated or retreated, these units can remain in an assault area with 4-6-6s without detracting further from their defense while still lending the SS units a degree of ability to soak up casualty points through non-SS retreats or eliminations. Naturally, these units set up with and endeavor to accompany their 3-5-5 charges throughout the game.



The three PzKw III tank units are the only real muscle found in the Bocholt Bn, and even their strength is misleading. With an attack strength of four, they are rarely used to attack anything other than delaying and/or committed units. Their defense value is such that they can be used to tempt an AT gun into premature fire, or accompany an infantry force without attracting artillery fire. Their best use is against committed British units where they can take reasonable pot shots without exposing themselves to return fire. Invariably, however, they are thrust into a breach in an attempt to block British movement or add weight to an assault destined for resolution in Close Combat. From their initial position in zone B, they can be sent to the western perimeter via strategic movement or tossed into an immediate assault on area 11. How they are used on the first turn often sets the pace for the entire game. They seldom are around at the finish.



The two Tigers are not so important as their impressive attack and defense factors would indicate—simply because they don't arrive until turn 5 when the foundation for victory or defeat has already been laid. The Tigers will make the difference in a close game, but cannot tip the scales in a game where the British have not yet felt the bite of near-even attrition. When they do arrive, the Tigers can go pretty much wherever they want subject to their movement factors ability to get them there. They should not hesitate to put themselves in the thick of the fighting and should move immediately into any Victory Point area (usually 22 or 23) which they could help take in the night close combat of turn 5, and from which they can fire in the daylight of turn 6. You do not want to waste time moving Tigers—you use every attack opportunity. Ignore AT guns except for the precaution of moving the Tigers in tandem in case the British should get a two-casualty-point hit.



There are 12 Harzer Kampfgruppe infantry reinforcement squads, and although they almost never all get into play, they are almost never totally shut out either as frequently happens to the British infantry reinforcements. The chances for some of them to arrive range from 7% on turn 1 to a high of 71% on turn 8. In fact, assuming control of the Tactical Advantage, the German can expect a 56% probability of reinforcement of some type on each of the last five game turns. This yields

an average expectation of approximately five of these units making an appearance per game. Of course, reinforcements received on turn 1 are more valuable than those arriving on turn 8. Their random entry can be particularly galling to a British player when it coincides with a portion of the perimeter at which he is hard-pressed. Their game function is to assault. They receive no platoon integrity bonus, but their enhanced defensive value in the committed mode makes them valuable accompaniment for any SS assaults. Incidentally, they are given this enhanced defensive value because they are experienced troops, albeit poorly organized and equipped due to their recent ad hoc formation from remnant forces hastily scrapped together.



The three StuG III armor reinforcement units are far less likely to see action. Not only do they not appear before turn 4, when they have a 5% chance (8% if the Germans control the Tactical Advantage) to come into play in whole (33%) or in part, but there is a chance that the German player will turn them down in favor of infantry replacements. The probability of their arrival increases until turn 7 (or turn 8 without the Tactical Advantage) to a maximum of 16%. However, the arrival of armor carries with it a +1 DRM to the Random Events Table for the duration of the game. This penalty may make it worthwhile for the Germans to opt for infantry reinforcements instead—at least until turn 7 when the chances of a Bren Carrier slipping through decrease dramatically. Once on board, their function is obvious: assault. Treat them as Tigers and put them in the center of the fray.



The four 9th SS SPW 250 halftracks (and their armored car cohorts) in the variant have only one function in the game: to draw fire. They pay with their game lives for the privilege of committing as many British units as it takes to eliminate them. It is not a sacrifice made in vain; the British player will be less able to prepare for the onslaught of the 10th SS as they enter the board and the latter find it easier to assault the perimeter. Should they survive, the 3-2-8s should be "traded" for 4-6-6s of the 9th SS, which are more valuable.



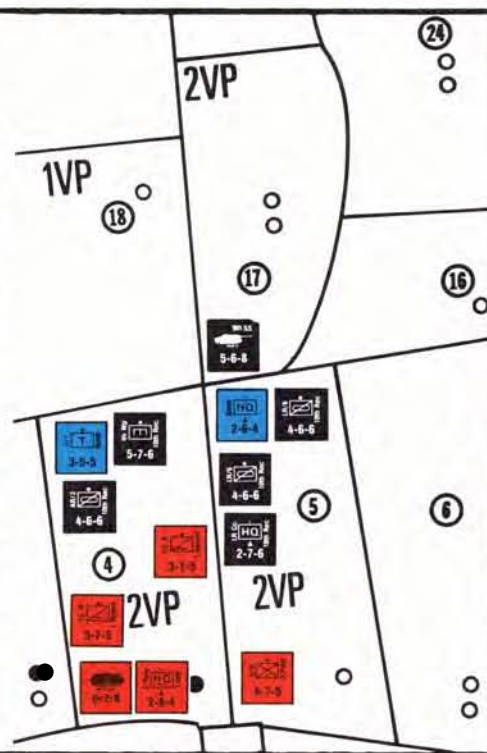
This piece, representing German possession of the Tactical Advantage, may well be the most important in the game. I have seen hundreds of playtest reports which indicate usage of this counter dozens of times per game. Such usage is frivolous, and definitely not conducive to good play. The real value of this piece is in denying its use to your opponent. The player who uses it every time he loses a die roll or a unit is extremely foolish. Its use should be withheld until such time as not using it would cost you the game or you are going to lose it soon anyway (or regain it in the case of the Germans) due to a Turn Record Track dictated change of possession. Aside from the obvious reason of refraining from its use to deny it to the British, it is important to make sure you control it at the beginning of every possible turn due to its very real influence on the Random Events Table. Should the British control it at the start of turn 4, they would have a 27% chance of receiving reinforcements that turn (as opposed to 8% if German-controlled). Similarly, on turn 6, the chance of a Bren Carrier arriving would rise to 44%. The German should save the reroll opportunity for night turns 2, 5, and 8 where loss of the Tactical Advantage will have no effect on the RET. Even then, such use should be limited to one of four uses: 1) to reroll a disastrous defense causing multiple losses which simply cannot be afforded; 2) to reroll a defense in which an extremely valuable unit was eliminated by a low odds attack; 3) to reroll a disappointing attack by a kill group which was counted on to create a gap in the British perimeter assuming equal die rolls; and 4) for any attack which cannot be followed by British usage of the Tactical Advantage due to the end of the turn and a change of possession on the Turn Record Track.

There are a multitude of points this article does not address. Pages could be written on the intricacies of the Pass impulse alone, but that—like other delights of this fine game—is left to the curiosity of the reader and the literary efforts of future authors.

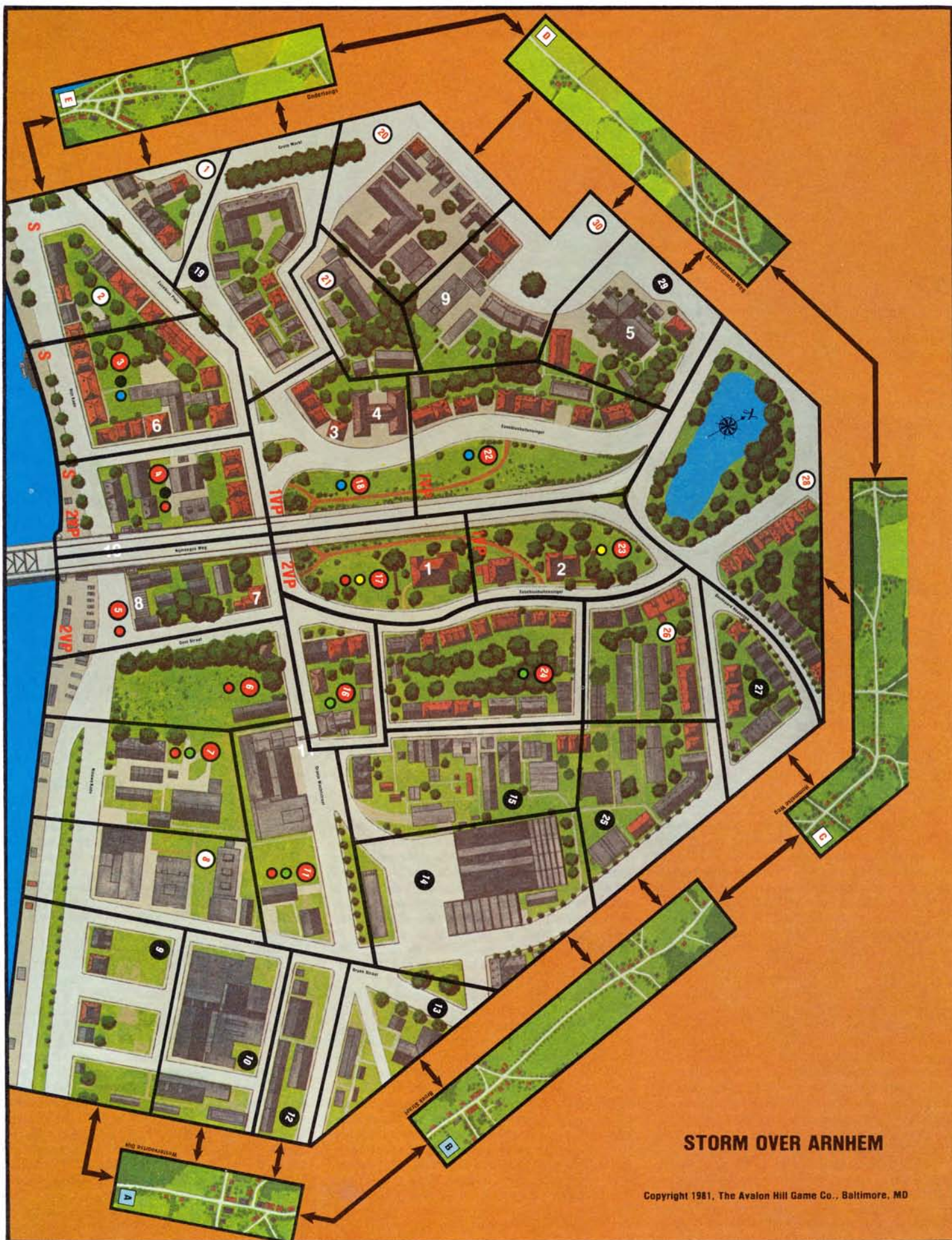


## CONTEST NO. 107

Turn 7 of a closely fought *STORM OVER ARNHEM* game using chits instead of dice has just finished. The Germans have 13 VPs and need to control all six victory areas in the coming turn to eke out a marginal victory. All victory areas except 4 and 5 were last solely occupied by the Germans, who last used the Tactical Advantage on turn 5. Only the pictured units remain in play, although three British reformed units, five German infantry, and two StuG III units are available as possible reinforcements. No other Bren carriers have arrived during the game. The British losses during turn 7 were: one unit that suffered four casualty points, three units eliminated in Close Combat, three units which suffered three casualty points apiece, and two units that suffered only two casualty points apiece. Most importantly, one of the players has been counting the chits and realizes that all three of the remaining chits for each player are 7s. If we assume that any die rolled will result in a 4, then one side or the other has the capability of forcing either a tie or a marginal victory regardless of anything his opponent might do. Your task is to determine what that unalterable result will be and to list the exact impulses for that side only which are necessary to achieve that result.











## THE CROSSING

By Courtney Allen and Don Greenwood

This article is undoubtedly a first in wargame publication history. Never before, at least in our recollection, has a game been published with all the parts necessary for a variant style of play except the rules. Oh, one could make an argument that *PANZERBLITZ* or even *SQUAD LEADER* provided extra counters which the players could plug into the system for "Design Your Own" scenarios; but, those were primarily game systems utilizing scenario formats and typical terrain map configurations. In *STORM OVER ARNHEM* the mapboard is extremely accurate and the order of battle has been structured as closely as possible on that of the actual participants, whereas in the former games one can only hope to capture the feel of the battle by using fractions of the actual forces and loosely representative terrain. So, in *SOA* we were definitely covering new ground. How would players react to having their Time Track actually contain two extra turns that they knew nothing about? And wouldn't they be irritated to have a dozen extra counters without knowing what to do with them?

The jury is still out on those questions; as this is being written, we still haven't received substantial feedback on the game itself from the general public. But perhaps some background is in order. Those who have not yet seen *STORM OVER ARNHEM* should be appraised that the game depicts a set-

piece battle without scenarios. In essence this means that, like the "classic" games of a bygone era, there is only one version of the battle portrayed in the game. It is a throwback to the days of *D-DAY* and *STALINGRAD* in that the appeal of the game is not in how many different versions or scenarios there are to play, but in the challenge of playing the basic game itself as flawlessly as possible. In developing the game, we decided to temper this sameness of situation by including a Random Events Table to introduce a certain degree of variation to each game. Although the Random Events Table is based on probability (the Germans did receive reinforcements throughout the battle and had access to even more had their commanders so chosen), it also introduces a touch of what might have been. The British reinforcements cited in the table did indeed exist—in fact, the British Reformed Units rule is based on the remnants of such forces as did manage to filter into the bridge positions. More importantly, however, it adds variation to the play of the game in an attempt to keep it from becoming stereotyped and vulnerable to "perfect plan" types of analysis. Even so, if *SOA* has a fault it is probably in the type of battle it portrays. A siege does not present much opportunity for the ebb and flow of battle and the initiative is usually one-sided. The turning points are rarely as dramatic as

the swing from defense to offense by the Americans in *BATTLE OF THE BULGE* or the Russians in *TRC*. Consequently, when the game was well along in the development stage we decided to design an extension to the game which would give the British the opportunity to play the attacker and recreate the actual seizure of the bridge before going over to the defensive.

There were many positive features to the decision. Besides giving the British the chance to actually portray their taking of the bridge, it also brought on the opportunity to simulate probably the most famous engagement at the bridge—the massacre of Captain Grabner's 9th SS Recon Battalion in its attempted crossing of the bridge on the 18th. Forever immortalized by Cornelius Ryan's *A BRIDGE TOO FAR* and the subsequent screenplay thereof, this action is by far the most vivid public remembrance of the battle and doubtless will save the average player's obligatory need to synchronize the recognizable sub-battles in his game with the chronological events of the battle as he remembers them. Indeed, the most frequently asked question by our playtesters was why the Germans couldn't attempt a crossing of the bridge since in play it was seldom heavily guarded. A recreation of what happened to Grabner's column will serve as a vivid reminder of why the Germans were loathe to try



crossing the bridge a second time. Equally important is the opportunity it gives the British player to take history in his own hands, ignore the historical perimeter, and set up his own bastion. The question of whether the basic game's historical position, an expanded perimeter at the expense of additional unit vulnerability, or a contracted initial defense is the best course to pursue is not answered without considerable thought.

Then why, you might well inquire, didn't we include these initial goings on in the basic game? Well, contrary to the opinion of at least one of our playtesters, it was not just a cheap scheme to get players to fork over a few bucks more to buy the *GENERAL*. The primary reason was play balance. The paramount consideration in a simple game such as *SOA* is play balance. A game whose main emphasis is perceived realism and detail to the nth degree can get away with a lack of balance. To simulation enthusiasts lost in a sea of details, a lack of play balance is excusable and can even be chalked up to recreation of the real life challenge of winning as the underdog. In a game whose forte is playability, lack of play balance can be a crippling and most damning flaw. Appending the two turn extension onto our game at the midpoint of our development would have thrown months of concentrated playtesting out the window and may have done irreparable damage to the play balance. *SOA* underwent extensive playtest even before it went out to the by-mail testers. Even so it defied our best efforts to declare it balanced. Virtually every time we played it, we changed our mind as to which was the favored side. Our by-mail testers had similar problems—half proclaiming that the Germans had no chance, while the others declared that the British

were dead meat. Only with repeated play and constant minor adjustments did these claims later start to meet in the middle. We just didn't dare fool around with the play balance by making such a major addition to the game at that stage of the development.

Almost as important a consideration was the effect the extension would have on playing time. *SOA* was already taking too long to play for a "beer and pretzels" type game with an emphasis on enjoyment and playability. Adding two turns would certainly have taken it out of the time frame of a comfortable afternoon's play for many slower players.

And finally, to someone just learning the game those two first turns couldn't have been very exciting. The reason why they weren't included in the first place was due to the lop-sided nature of the circumstances. The German garrison had no chance to seriously impede the British advance at the outset—not if the game was to be true to history. In essence, those first few turns would have been very boring, and done little to help the new player get into the flow of the game quickly. Only with the advantage of hindsight could an experienced player appreciate the opportunities those first few turns of maneuver offer.

However, none of this prevented us from knowing what the OB for the variant extension would be, and as long as there was room on the counter sheets for additional counters why not include the actual pieces in the game with a reference to the issue of the *GENERAL* which would contain rules for their use? By the time that issue went to press we would have time to playtest the variant rules. And by planning ahead, we were able to schedule a *STORM OVER ARNHEM* feature presentation

for that same issue. The casual player who was interested in picking up a copy of the variant rules would also get the latest errata on the game [at this writing there is none], articles on strategy and an illustrated sample game to help him comprehend the game or show him where he's going wrong if he's unable to win with a particular side. It was a revolutionary concept and one that appears to make a lot of sense to me. For those who feel they have been ripped off for the price of the magazine I can only say that the alternative would have been no game extension at all, because I would not have included an untested scenario in the game. *GENERAL* readers would then have eventually been treated to such a variant with no die-cut counters. [We look forward to your response to this variant and the concept behind it—including extra counters in the counter-mix for such later-published variants. Your opinions will determine whether this type of approach will be used again.]

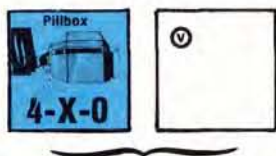
Thus was the decision made to limit the extension of the game to variant status. The variant was not included in the game itself simply because we had not yet had time to playtest it. Only after the basic game was published in December did we begin to playtest the variant with the same by-mail playtest crews, and only now are we satisfied that its effects on the basic game's play balance are minimal. However, we are happy to report that it does change play of the game considerably and many of our test groups reported that they prefer the variant version to the basic game as it gives each player a sort of "free" setup. So, now we can happily tell you all to finally punch out those die-cut counters you've been saving, read on, and get set to play . . .

## THE CROSSING A STORM OVER ARNHEM VARIANT

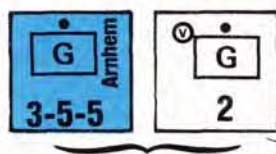
The variant starts during Sunday night, September 17th with the turn marker on Turn A and the British player in possession of the Tactical Advantage. If he does not use the Tactical Advantage, the British will control it until the start of turn 3 when it will once again switch to the Germans

automatically. The Germans are in control of all Victory Point Areas at start and may receive Victory Points for any areas they still control at the end of turns A and/or B, but cannot receive points for reducing the British perimeter until Turn 1.

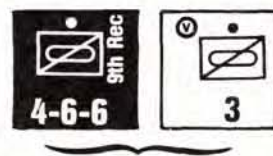
### 1. ADDITIONAL UNITS—



**1.1 PILLBOX [4-X-0]:** The pillbox counter is setup in Area 4 to start the game. The pillbox may only attack/be attacked during the Close Combat Phase. Only those units in Area 4 which are designated to attack it may be attacked by the pillbox. Therefore, regardless of who controls the Tactical Advantage the British player must designate his Close Combats first. The pillbox does not affect enemy movement or stacking limits in any way. The pillbox does count as a German unit for control of Victory Point areas.



**1.2 ARNHEM GARRISON:** The Arnheim Garrison consists of two 3-5-5 infantry units and a 2-6-5 HQ unit which start the game in Area 23. If all three units fire together they do receive a +1 DRM for platoon integrity. During the A game turn only, these units do not affect enemy movement costs into adjacent areas (i.e.: 8.22 case B does not apply).



**1.3 9th SS RECON:** The 9th SS Recon consists of two 3-3-10 PSW 231 Armored Car and four 3-2-8 SPW 250 Halftrack units. The one 9th SS Armored Car unit in the Basic Game German setup is removed and must enter the game instead with the 9th SS Recon units on turn B at the bridge as per rule 3.4. At the end of any game turn after they enter the board, any halftrack counter of the 9th SS Recon Battalion may be replaced by a 4-6-6 infantry recon counter of the 9th SS. Once this substitution is made it may not be reversed. The 9th SS Recon infantry do not qualify for platoon integrity.

### 2. VARIANT SETUP—

**2.1 TURN A:** All British Basic Game initial placement units except Company B setup in zones D and/or E. The German player sets up his pillbox and three Arnheim Garrison units in areas 4 and 23 as outlined previously.

**2.2 TURN B:** The British player brings on Company B in zone E and is now able to attempt to use his artillery for the first time. The German player places his 10th SS Recon Bn in zones A, B, and C with a maximum of eleven units per zone and is now able to attempt to use his artillery for the first time. The 9th SS Recon Bn must enter at the bridge per rule 3.4.



**2.3 TURN 1:** The German Bochohl Training Battalion is placed in zones A and/or B as in the Basic Game.

### 3. SPECIAL VARIANT RULES—

**3.1** All British units (except AT units) have one additional MF during turn A. British AT units have a MF of 6 during this game turn. After turn A, all units are reduced to their normal Basic Game movement rates. The requirement for the British to setup at least three units in each Victory Point area at the start of Game Turn 1 is waived in the variant.

**3.2** Neither side may enter a perimeter zone during turn A.

**3.3** The Random Events Table and Setting Fires rules may not be used before turn 1.

**3.4** The German 9th SS Recon Bn elements must enter together in one impulse during turn B as follows:

**3.41** Before every German M/F Impulse during Turn B the German player must roll a die. If the die roll is a 1 or 2 the entire German 9th SS Recon Bn must enter the game during that Movement Impulse. If the die roll is not a 1 or 2 the German may move or fire normally or even Pass, but the turn will not end even if the British follow with a Pass of their own. If the British and German players do pass consecutively, the 9th SS Recon Bn automatically enters and the phase ends with that impulse unless the German player has the Tactical Advantage and wishes to continue the turn by using it.

**3.42** When the 9th SS Recon Bn enters the game, all six units must be placed at the bridge on the area dividing line between areas 4 and 5. Any uncommitted British units occupying areas 4 and 5 which wish to do so must now fire as one combined group (even if that group exceeds the basic game maximum fire limits) at all the German units occupying the border as if they were occupants of their own area. No AT units may fire at this time, even if they occupy areas 4 and/or 5. German casualty points must be expended by unit elimination only (up to 4 casualty points per unit). All firing British units become committed.

**3.43** Any surviving units on the border are then advanced to the area dividing line between areas 18 and 17. Any uncommitted British units occupying areas 18 and 17 which wish to do so must now fire as one combined group (even if that group exceeds the basic game maximum fire limits) at all German units occupying the border. Any uncommitted AT units occupying areas 18 and/or 17 may also fire, but as a separate attack. German casualty points must be expended by unit elimination only after both the infantry attack and any AT unit attack(s) have been resolved. All firing British units become committed.

**3.44** If any 9th SS Recon units still remain, they may move into areas 18 and/or 17, or continue on to the border between areas 22 and 23. Those units choosing to move into areas 18 or 17 must end their move there if

British units are present in the area moved into. At that point they would have been susceptible to a maximum of two combined fire group attacks plus up to one or two separate AT gun attacks. If there are no British units present in the area moved into, they may continue movement normally, and are considered to have expended 3 MFs before leaving the bridge to enter areas 18 or 17. Any surviving 9th SS Recon units which do not wish to enter areas 18 and/or 17 must be placed on the border of areas 22 and 23 and receive fire from any willing and eligible British units in those areas as per 3.43, except that the German player may elect to satisfy casualty point losses by retreating if otherwise able to do so.

**3.45** Any 9th SS Recon units which have survived border fire in areas 22 and 23 must enter area 22, 23, and/or 28. They may continue moving as usual (having already expended 4 MFs on the bridge to that point) if the area entered is unoccupied by British units. If the area entered is occupied by British unit(s), the German unit(s) must stop in that area.

**3.46** It costs 1 MF to enter the game via the bridge plus 1 MF for each border ramp moved onto. No unit may end this special Movement/Fire impulse on a border. It must pay normal MF cost to enter a specific area when leaving the ramp border. All surviving 9th SS Recon units become committed at the end of this impulse and the game then converts back to the normal M/F impulse sequence with the British player in control of the next impulse.

**3.47** British artillery may not be used against the 9th SS Recon units on the ramp. Neither artillery nor Anti-Tank Guns may be used against the pillbox.

**3.5** At the start of turn 1 the six British perimeter control counters are placed by the German player on any six areas currently occupied by the British. These areas cannot be Victory Point areas but may contain German units if there are not enough areas solely occupied by British units. If the British player does not currently occupy six such areas, the German player may select other areas which are currently unoccupied but were last transited by the British to fulfill the limit of six perimeter areas. If the German player is still unable to specify six perimeter areas, he receives two victory points for each counter not placed. Under no circumstances may the German specify more than six perimeter areas.

**3.6** The game continues normally from turn 1 as per the Basic Game rules. Only the special provisions for the German pillbox not affecting British movement rates could conceivably alter play from the Basic Game norm.

**3.7 VICTORY CONDITIONS:** The Germans begin the variant with their Victory Point marker in the -2 block as a play-balance adjustment.



## FORTRESS EUROPA PBM KIT

A Play-By-Mail Kit for *FORTRESS EUROPA* is now available. The kit contains four pages of instructions, much of this covering the conversion of many of game's special rules to facilitate PBM. Also included are the Allied and German OBs which show a picture of each unit for movement purposes. Only available direct from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214. The 1 Player Kit is \$3.50 and the 2 Player Kit is \$7.00, plus 10% postage (Canadians add 20%, Overseas add 30%). MD residents add 5% state sales tax.

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A Play-By-Mail kit for the new '81 version of *BATTLE OF THE BULGE* including complete instructions is now available for \$7.00 plus 10% postage and handling charges (20% to Canada; 30% overseas). When ordering be sure to specify whether you want a PBM kit for the new '81 edition of the game or the old '65 edition. Each kit contains sheets for both German and Allied players. PBM kits are available only from The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. MD. residents please add 5% state sales tax.

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# STORM OVER ARNHEM

British: Alan R. Moon

German: Donald Greenwood

Neutral Commentator: Courtney Allen



The players are identified by color: German comments are printed in black; British in red. Neutral commentary is in italics. Each player's move is listed on the line below his comments for that impulse. An attack is listed in the form: Attacker [area attacking from] vs Area Attacked (*italicized numbers represent a committed group*) at odds [British chit: German chit # Number of casualty points] [Results list units eliminated behind a K; units retreated and area retreated to behind an R.] Movement impulses are listed in the form: unit moved [number of area moved from] *number of area moved to*.

## OPENING COMMENTS

The German placement is limited in its options by the game rules which intentionally try to recreate the initial German confusion and piecemeal commitment of forces which so hampered them in the real battle. A good German will do his utmost to overcome this initial handicap by refusing to commit his forces piecemeal and attempting to position them so that they can come adjacent to the British defenders in as concentrated a force as possible. Turn 1 belongs to the British. The German player who tries to accomplish too much on the opening move merely helps the game recreate history. His main task should be to avoid giving easy kills to the British while he masses for more extensive efforts on turn 2. I believe that even attrition early in the game favors the German player, so I will attempt to fulfill my casualty losses with retreats when possible—trading space for men.

My opponent is a veteran player who has bested me many times in this game, including our first attempt at this same replay when I forgot the premise of my conservative ways and used a more daring (and foolish) opening. The last time we played I allowed him to neutralize my artillery cheaply by stationing my main artillery spotter in area 29 where it was devoid of support from adjacent areas to cover it in the event of a British unit moving into the same area to prevent artillery fire. Alan is a firm believer in this tactic, so I must constantly be on guard against allowing him to neutralize my artillery so cheaply. By placing my 2-7-5 in area 10 and surrounding it with two 6-2-8 armor units, three platoons and two engineers in areas 9, 10 and 12, I assure myself of no less than seven even-or-better attacks against any unit he cares to sacrifice by moving into the same area with my spotter. It is doubtful whether he will attempt to block my artillery against this setup; and if he does, it should be to my advantage—offering me easier kills than the artillery would generate anyway.

The danger of this disposition is, of course, that if he doesn't occupy area 11 my artillery is setup to hit an empty area. Indeed, against this deployment, his best strategy may well be to simply abandon 11 altogether in his first impulse before I can bring my artillery to bear. I would nevertheless welcome this option as it would result in two easy victory points for perimeter reduction as well as robbing him of a firing opportunity this turn with each unit he withdraws. The worst possible circumstance would be if he were to guess all this in advance and not

setup in area 11 at all. I doubt this will occur however as this is the first time I have used this particular setup and we both tend to make major British commitments to area 11.

The placement of five units in area 15 is primarily to discourage British fire from 16 when I move into 11. Hopefully, they will not fire until late in the turn and even then will fire simultaneously so as to be able to absorb return fire casualties by retreating.

The 6-2-8 armor units are positioned out of harm's way from any possible artillery or AT attack while still providing covering fire for the 2-7-5 in 10. Should the latter prove unnecessary, they will be able to move into area 8 with the 3rd Company to form a kill group on turn 2. The remaining German armor sets up in area 25 where it can swing in either direction to reinforce as necessary.

The early fall of area 11 is vital to any southeastern effort. German units advancing into 7 while 11 is still in British hands are extremely susceptible to being surrounded and cut to ribbons by multiple low firepower attacks which would turn retreats into kills.

To the west I have abandoned my conservative ways and am chancing my armor to possible AT and artillery attacks in 19. Most players downplay 19 as a serious threat due to its extreme isolation, and it is relatively rare to see major defenses there. In our last game Alan neglected to cover this area with even so much as an artillery spotter, let alone an AT gun. I am gambling that he is a creature of habit. He tends to favor AT gun placement in 23, 16, and 11 (as do I), but, like myself, he may feel that his play has become too patterned and make a switch. If I were him, I wouldn't place an AT gun in 11 simply because I never chance placing armor adjacent to 11. Artillery coverage of 19 doesn't bother me so much as that has only a 2/3 chance of calling in fire anyway, and I have other units there which can absorb the losses—but losing the 6-3-10 to an AT gun on turn 1 would be unpleasant. If neither are present I will be able to launch a 10-firepower attack from 19 at my leisure. Nevertheless, this is a chancy proposition; but I feel the need to do something different. Alan and I have played the game many times and he has become too accustomed to my conservative ways. While the changes you can make from game to game are largely restricted by the setup rules, they are nonetheless significant and make the simultaneous setup both interesting and exciting. It also helps to fight the boredom repeated play can generate in some games while making the matter of the "perfect setup" subject to the vagaries of chance in that you must outguess your opponent.

At least one company of training units is destined for zone D. Once there, they will qualify for a -2 DRM to the Turn 2 Random Events Table as well as being available for a night sortie into 22.

The remainder of the setup is basic stuff, attempting to take advantage of platoon integrity and maximum maneuver where possible. The engineer platoon is split so as to be able to lead three different platoons. Preserving platoon integrity with the engineers is not the way to go. By splitting them to head different groups, maximum use of their superior firepower can be made, as well as

better protecting them from losses by absorbing casualty points with lesser units. Their better defense value is little solace when a group consisting solely of engineers and an artillery-spotting HQ must take a loss. Make no mistake about it—the engineers are the most valuable units in the German repertoire—they must start the all-important fires once infiltration has begun.

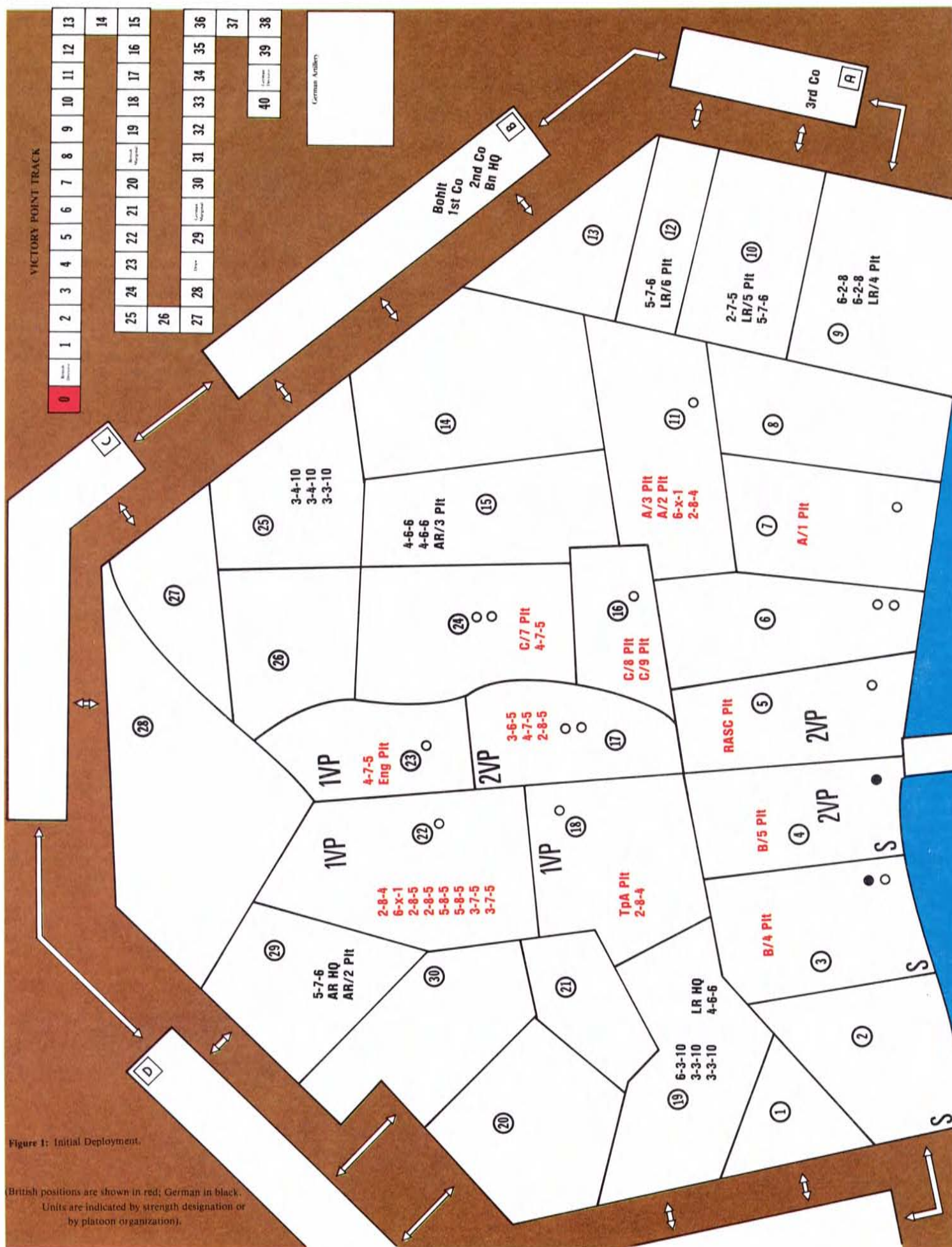
Now to see how my setup jives with his . . .

**Most Series Replays take more than one attempt and this one is no exception. In the first game Don conceded before the end of turn two. While turn one had ended with even attrition, both of us losing seven units, positionally it had been a disaster for Don. He had chosen not to form large fire groups, which is a main part of his normal strategy. Instead, he had played aggressively all over the board, a strategy he has adamantly opposed in the past. He had surprised me with numerous moves and my commentary was beginning to be a series of amazed expressions. At the end of turn one, he had very few units adjacent to any of my units. In turn two, Don moved into Area 7 with the 3rd Company. I surrounded the units by occupying Area 8 and he was unable to dislodge my unit. In five impulses, one unit firing each time, all ten units of the 3rd Company were eliminated. With things almost as dark in other parts of the board as well, Don resigned. And so the stage is set for attempt number two.**

After a few games, players will establish a standard British setup and the only major changes from game to game will be in the placement of the Anti-Tank Guns. Decisions in the British setup are quite limited. Most units have colored dots and these units must start in areas which have dots of the same color. Though there seem to be quite a few areas with red, green, and blue dots, this is deceptive. For example, no units should ever be placed in Area 6 so the red dot there is superfluous. Further restricting the British setup is the requirement that three units occupy each Victory Point Area (Areas 4, 5, 17, 18, 22, and 23). If not for this requirement, no units would ever be placed in Areas 4, 5, and 17.

Before looking at my setup Area by Area, I will take some educated guesses at what Don's setup will be. In the past, Don has always placed one HQ, one HVY WP, and three 4-6-6s in Areas 19 and 29. I see no reason to expect anything different this game. The HQs will probably be the AR HQ and LR HQ. The 10th Rec/HZ HQ should be in Area 15 along with the last HVY WP and three more 4-6-6s. Not knowing where my Anti-Tank Guns will be, Don almost always places all of his armor units out of harm's way, placing them in Areas 9, 25, and 27. Again I expect him to hold firm here. However, after seeing my setup in game one, there is some chance he may risk putting one or more armor units in either (or both) Areas 19 and 29. Completing his on-board setup, one platoon of 10 Rec infantry will probably be split between Areas 25 and 27. One of the other two platoons will be placed in Area 14 and the final in either Area 9 or Area 10. Offboard, Don normally puts two Companies in Zone B and one in Zone A, the three armor units and the HZ/BOHT HQ also placed in Zone B.







While it doesn't matter that much if I am not 100% correct, I wanted to predict the German setup so I could explain my setup in relation to it. So here we go. There are six units with black dots, the 4th and 5th platoons of B Company. Since these units can only be placed in Areas 3 and 4, and considering the Victory Point Area occupation requirement, one platoon is placed in Area 3 and one in Area 4. While the German player can setup in Area 19, this is the hardest part of the board for him to attack as it will take several turns to get more infantry around the board. Armor units can make it by turn two, but unsupported armor is rarely effective. The platoon placed in Area 4 (B5) can reinforce either Area 3 or 18, or move to another sector of the map. Units with blue dots can be placed in Areas 3, 18, and 22. However, since B4 is holding Area 3, the only Areas for blue units are 18 and 22. Area 18 gets only the three units of Tp A and Area 22 gets the other four.

In game one, I tried to surprise Don by placing both Tp A and Tp B in Area 18 and leaving only the two 9 Fd Co units in Area 22. Expecting Areas 18 and 22 to be major artillery targets (this is why Don places HQs in Areas 19 and 29), I had thus maximized the defense of Area 22; by placing just the two units of the 9 Fd Co, the A Company HQ, and the 1 Bde HQ in Area 22, the defense of this area was the highest possible—an '8'. The logic was simply that I would rather have Don use his artillery against Area 18 than Area 22. Area 18, like Area 3, will be hard to attack before turn three, while Area 22 is open to attack on turn two (or even a turn one armored assault after one or more successful artillery attacks have cleared or weakened the area). My plan was never tested though, as he placed the 10 Rec/HZ HQ in Area 29 and I moved a unit into the area immediately to prevent the HQ from calling in any artillery. In fact, Don lost both HZ artillery units for both turns in the first game. I do not think he will make the same mistake again and I expect to see the HZ HQ in either Area 14 or 15 this game. While I still expect Areas 18 and 22 to be prime artillery targets, he should only have the one 10th Rec artillery unit to fire into one of the two in turn one.

The two areas the British must occupy that they would not occupy by choice are Victory Point Areas 5 and 17. The standard setup has been to put the three Company HQs in Area 5. The three units of the RASC platoon are then placed in Area 17 since they are better fighting units and Area 17 is closer to where the action will be.

Notoriously, Area 28 has been a crucial in the game. It is sort of the thoroughfare for German troops from one side of the board to the other. For instance, if a British unit occupies it on turn one, the German infantry that begins the game in Zone B cannot move into it.

I intend to harass German movement by blocking Area 28 with one of the Company HQ units in my first impulse. For this reason, I have placed A and B Company HQs in Area 22, and C Company HQ in Area 17. The three Company HQs are ideal blocking units, having a committed defense of '5', the highest possible. With my setup, all three can make it into Area 28. The RASC platoon will still be able to reinforce Areas 7, 11, 16, 22, 23, or 24 at the end of the turn. I think my use of the Company HQs was a minor surprise to Don in game one, but he will probably be expecting it this time. It will be interesting to see how he will counter.

There are four green units with yellow dots; the four units of the 1 Bde, the best British platoon. Two areas have yellow dots, but there is never any doubt as to where these four units will go; Area 17 being a rear area at game's start and its required occupation already satisfied.

There are four green areas: 7, 11, 16, and 24. Units with green dots are the 7th, 8th, and 9th platoons of C Company. Since red units can also be placed in Areas 7 and 11, the green dots in these two

areas can be ignored. I place two platoons in Area 16 and one platoon in Area 24. I have reversed this in other games, putting one platoon in Area 16 and two in Area 24, but I feel the two platoons now belong in Area 16 where they can provide fire support to either Area 11 or Area 24.

There are more red areas than any other color: Areas 4, 5, 6, 7, 11, and 17. However, here again, most of these are superfluous. A key area early in the game, and often the first to see close combat, is Area 11. One strategy is to give this area up without much of a fight and concede the 2 Victory Points it is worth. But not me! I intend to put up a tough fight everywhere and concede nothing. The red units are the last three platoons of A Company, the 1st, 2nd, and 3rd platoons. One platoon will be placed in Area 7 and two in Area 11.

The placement of the DEF platoon is one of the most important decisions of each game. With their '7' defense, these three are the most valuable free setup units. I have never split up this platoon before, but I have this game and it should be another minor surprise for Don. I place one in Area 23 as additional firepower against Area 28, one in Area 17 to help fulfill the three unit requirement there, and one in Area 24. After seeing the DEF split up on the board, I like the illusion it creates. The one extra unit in Area 23 makes the area look much stronger while the absence of the whole platoon in Area 24 does not seem to make it look weak. I will lose the firepower of the third unit in Area 17, but I think the other gains outweigh this minor loss. Nothing like patting myself on the back before the game starts! Hope I'm as cheery later.

The Fd Am unit is needed in Area 17 as the third unit in the area to fulfill the Victory Point Area requirement.

The three remaining HQs (1 Rec, 2 Para, and 1 Div) are the only three HQs which can call in my artillery. I place the 1 Div in Area 22 and the 1 Rec in Area 18 to be able to call in artillery on Areas 19 and 29 if Don brings in armor to assemble fire groups in these areas. The 2 Para is placed in Area 11 to cover Area 8, which is another prime area to amass a fire group. The 6-2-8 armor units are particularly susceptible to artillery and I will try to wait to get a shot at one of them.

The Anti-Tank Guns are used as deterrents. The one in Area 11 will make it costly to use armor in Areas 7, 8, 11, 15, and 16. The one in Area 22 will do the same for Areas 28 and 29. The Anti-Tank Gun in Area 11 will be somewhat exposed, especially if he goes all out for the area, but I am willing to lose it if he is willing to commit himself to such an early attack. In addition, as I said, there is also some chance he may set up armor in Areas 19 or 29. If he sets up armor in just one of the two, I hope I have picked the corresponding one for my Anti-Tank Gun.

Perhaps the most basic consideration of the British player in *STORM OVER ARNHEM* is the balance of aggressive and cautious play he must use during the game. To this end, the British player will spend some impulses passing because he cannot afford to divulge his intentions or commit his units till the German player has done so first. On the other hand, the British player cannot pass up chances to inflict casualties on German units which have been committed in exposed positions and cannot pass on a turn without taking his fire opportunities.

*STORM OVER ARNHEM* becomes much like a chess game between two experienced players. Each move has a countermove and each countermove another countermove. The players become two gunfighters waiting for the other to go for his gun. It is unlike almost any other wargame in its precision, and in the decisions the players must make on each move of the game. It is very easy to fall into one of several traps the game creates. Impatience and aggression must be contained till

the moment is right. Don fell prey to this in game one and it began to steamroll, one aggressive (and risky) move followed by another, the flow of the game taking him further and further away from his game plan. Sometimes, it is necessary to concede some units after you have made a mistake as trying to save them may be more costly than letting them die. It is a game that can be most unforgiving.

Entangled in the British strategy, and indeed the biggest cause of the aggressive versus cautious play dilemma, are the Perimeter Victory Point Areas. The German player needs some of these points to win. The British player can afford to give up some of these and still win, and must be careful not to be too aggressive in attempting to hold these areas thus losing the game while winning the battles. On the other hand, the British player cannot afford to give up too many points, nor too much ground too quickly, as the defense of the interior Victory Point Areas hinges on keeping the German units away from them for as long as possible.

The board can really be divided into three basic sectors. The east sector, with the emphasis on Areas 7, 11, 16, and 24, is usually the first to come under attack. One danger in this sector of the board is infiltration by German armor. If German armor units can survive one turn in Areas 11 and/or 16, they can then move into Areas 5 and 6 and bother British movement as well as threaten to take Victory Points. If this happens, the British line will crumble. I will endeavor to maintain a solid line of defense here and not let German armor units stray through my line. I will play the most aggressively in this sector.

The north sector is highlighted by Areas 22, 23, 26, 28, and 29. Here I will attempt to disrupt German movement. I will also try to defend this area with a minimal number of units so the main part of my force can be used in the east.

The west sector hinges on Areas 3, 4, 18, and 19. The action here should not get heavy till turn three or four, and in many games never really gets very heavy till the last two turns. It is on this side of the board that I can sometimes surround German units (as Don will try to do to me in the east). Balancing my forces in each of the three sectors of the board may be my toughest job.

I intend to save my artillery till I can call it in on an area where there are committed German units or an area where there is a German armor unit with a poor DV (2 or 3). I intend to try to prevent the 10th Rec/HZ HQ from calling in all its artillery by occupying the area it is in with a British unit. While this may cost me some units, it should save me some too, and I can always change my mind if it gets too costly.

I will begin most turns by passing or making repositioning moves until German units move into positions where I can fire my units without them being fired upon in return. I will fire most units separately in an attempt to retreat German units away from my lines, and combine the whole fire of a platoon only when I have a good chance of eliminating units, rather than retreating them.

I will take casualties in retreats (not eliminations) except where very disadvantageous to do so, like when an area would be left vacant. I am anxious to see if Don will pursue an attrition strategy in which he tries to mass large fire groups, or an aggressive positional strategy in which he tries to capture ground right from the start.

I have mentioned the term 'fire group' several times and I should probably explain it. The rules allow one fire attack to be a combination of one unit's AV, one point for each other infantry units (up to a maximum of six infantry units, but minus the firing unit if it is an infantry unit), one integrity bonus for using three units of the same platoon, one HQ, and three armor units. The biggest possible AV is '16'; a 6 armor unit, six infantry units, the integrity bonus, two other armor units, and one



HQ. Don likes to use the units of the 1st, 2nd, and 3rd Companies in his fire groups, and then use the HVY WP and 4-6-6s to assault areas the fire groups manage to decimate. I expect Don to try to establish fire groups in Areas 8, 19, 28, 29, and possibly 15.

The last thing that deserves comment is the Tactical Advantage. This little counter can be a life saver. Its use is usually to call for a reroll for an opponent's attack in which you have suffered grievous casualties. It is rarely used to reroll one of your own attacks. Unfortunately, the German player automatically gets it at the start of turn three and turn six. I will try to hold onto it till the end of turn two when I can use it, since I will lose it anyway. I do not expect to get it back very often. The real strength of the Tactical Advantage lies in denying it to the other player, which is an intriguing paradox. As I said, the game is unique.

There is little I can hope to add to either of the players' opening comments. Because of this and the narrative style of the replay, I will limit my comments here and throughout the replay to areas where I may disagree or see something our players may have overlooked. It is quite obvious that both Don and Alan are experienced players of STORM OVER ARNHEM and know their business. To comment at all, I was forced to look long and hard at their setups. I might take a few moments though to reinforce or possibly add to their comments in areas I feel deserve the attention.

One of these areas Alan mentioned in his opening commentary concerns the British placement in area 16. There is no question in my mind that Alan is justified in placing two platoons in that area. Actually, the addition of a HQ unit also would not be overdoing it. This area not only has the excellent fire positions Alan mentioned but, just as importantly, this holds the back door to the British defense line along areas 5/6 and even 17. German units, especially the armor, can use it to infiltrate behind any forward defenses on the east or north-east. German occupation or control of area 16 will require the British player to be very careful in his deployment of units in extended eastern positions (i.e.: areas 11, 7, 8, and 6). The fighting here is always intense and definitely a key to the course of the game. The only real disagreement I have with the British placement is rather minor and deals with the northwest setup in area 22. This area seems a little over committed for my taste. Any heavy assault on this area takes time to develop. More time than an assault from the east or possibly north-east will take. With the extra turns the German requires to form an attack on this area, units could be redeployed from other less threatened areas. A few less units in area 22 would seem well advised.

The German setup leaves me with even less to say than the British did. Don has certainly profited from their first replay attempt. As he has stated, he has taken few chances except with his units in area 19. Loss here of his western threat will give the British some welcome breathing room and could prove a significant move. But to pay off big for the British, Alan will need some luck with the chit draws and die rolls.

## GAME TURN #1

The first turn Random Events dice roll is a 6 (modified to a 7 for the British Tactical Advantage) resulting in no effect.

[1] Don has protected the 10th Rec/HZ HQ in the Area 10 by surrounding it with lots of firepower in Areas 9 and 12. My strategy of sending a unit in to prevent the HQ from calling in artillery certainly seems to have made him more cautious. I have done a pretty good job of guessing his setup again, except I lost out on the 50-50 with my Anti-Tank Gun. At

least I can fire my artillery at Area 19 which is even better than the AT Gun. My choice for this impulse is between moving a Company HQ into Area 28 or firing my artillery. I opt for moving the HQ, which prevents him from moving any infantry from Zone B to Area 28 until he retreats my unit.

Company A HQ [22] 28

[2] His move to cut off area 28 is of little concern to me as my main passage west is via zone C anyway. These opening artillery attacks on area 11 are very important to the tempo of the game. If I can cripple him in 11 enough to take the area, I should be in good position for turn 2.

HKG9 vs 11 at +2 [8:10 = 4] [K 2-8-4; R 4-7-5 to 7]

2—Although the attack went fairly well, I find that Don would have been better off if he had led with the movement of 3rd Company from zone A to area 8. By its very placement in zone A, it is almost certain to be moved into area 8 at some point during the first game turn. The only circumstance where it would move somewhere else, would be if area 11 should be left vacant of British units and Alan did not follow up the impulse by moving a unit back into the area. If the Germans are covering for just such an event, then the movement of an AC from area 25 into 8 would serve as well. Although the ATG in area 11 could fire at the AC, I'm sure it would hold its fire for a more likely target—such as a 6-2-8. But what would all this accomplish? Most importantly, it would prevent the British casualties which occurred in area 11 from retreating into 7, in effect releasing units in that area (and possibly in others) to move back into or fire at area 11. No real problem here, just an alternate approach.

[3] He isn't wasting anytime with his artillery this game. He probably thinks I'm considering moving a blocking unit into Area 10. The four casualty points is not a nice start. Don has a lot of strength in the east. He will certainly move to Area 8 with the 3rd Company and he may also try an assault on either Area 7 or 11 with his SS troops. I briefly considered saving my artillery to fire into Area 8, but the result of the second impulse took care of that. If he assaults Area 11, I wouldn't be able to call in my artillery anyway. So, now I can go ahead and call it in on Area 19.

Attempt to call in 1 LR RA fails on a roll of '5'.

[4] A fine opening barrage. I am very pleased that he chose to fulfill his casualties by eliminating an artillery-spotting HQ. If I can get rid of his AT Gun, my 6-2-8s will be able to operate with impunity on the outskirts of his entire SE perimeter.

HKG8 vs 11 at +1 [11:6 = -]

[5] Losing my artillery is a real shame. And it will hurt. His artillery fire leads me to believe he may be thinking of a big assault on Area 11. I want to bolster Area 7 a little so I will move in a DEF unit. If he moves into Area 7 later, I won't be able to reinforce it then.

4-7-5 [17] 7

[6] Had my second artillery attack resulted in casualties, I might have considered a move into 7 to bar the withdrawal of the AT Gun. Instead, the last artillery barrage goes into 11. There is no sense saving it for the west. The door is ajar in the SE and I should hit it with everything I can. I will be satisfied with whatever nuisance value the western forces have in holding down British resources. If all goes well, he will have to make major movements to the eastern perimeter this turn.

10R8 vs 11 at +1 [5:6 = 2] [R two 4-7-5s to 7]

[7] I felt sure he would use his last artillery on Area 18 so I'm a little surprised. He may have already decided to assault Area 11 instead of Area 7.

Another bad result too. My move with the DEF in the fifth impulse now looks a little hasty. I hadn't expected more retreats from Area 11. My optimistic attitude hurts when I'm not as lucky as expected. I just didn't expect him to use the third artillery unit on Area 11. Area 11 now looks real weak. My two platoons in Area 16 will have to do a good job of fire support since he is almost certain to assault. He probably won't move into Area 7 now though, so the units there can also add fire support into Area 11. This is probably my last chance to reinforce Area 11, but I'm going to pass it up as this is exactly what he wants. He has too much firepower with which to kill any committed units. I will move one RASC unit to Area 6, which I must do sooner or later to block any forward retreats.

3-6-5 [5] 6

7—This move is not necessary! The retreat priority rule 8.355, case F, would have required a German unit to move back toward the east where there are fewer British-occupied areas. In effect, Alan has lost the use of one squad this turn. This could prove important later. At this point it's too early to tell.

[8] I don't understand his move into area 6 at all. What does it gain? Now is the time to move into 11—if I wait to take another shot from outside the area he may withdraw the AT Gun and I want to trap it. As the 3rd Co can't reach area 11 this turn, I will move them into 8 in hopes of drawing some of the available fire that would otherwise be available to hit my move into 11.

3rd Company [A] 8

[9] Moving the 3rd Company to Area 8 is a standard German move in turn one. My platoon in Area 7 can fire at his committed units in Area 8 immediately since they cannot be fired upon themselves and the 2 DV is the best possible target they will ever have. I will fire individual units instead of the whole platoon to maximize my chances of causing casualty points, multiple retreats being preferable to kills. I may have to save one or two of these units to fire at Area 11, but I can't see any harm in firing one at Area 8 right away.

4-7-5 [7] vs 8 at +1 [3:4 = -]

[10] My luck holds—the chit draw yields the most efficient non-result possible—beating his +1 attack with a +1 advantage on the chit draw, but he is still too strong to risk a move into 11. I hope to dislodge another unit or two with this attack. If it doesn't work I will have to forget moving into 11 on turn 1.

5-7-6 + LR/6 Plt [12] vs 11 at +1 [8:7 = -]

[11] He's really serious about Area 11. It is clear now that Don will be using his fire group strategy this game and following an attrition policy rather than an aggressive geographical one, at least in the early going. If he's going to keep committing his units by firing them at Area 11, I think I can fire another unit from Area 7 into Area 8. He may have no intention of moving into Area 11 after all, instead trying to kill units there by using all his units to form several small fire groups.

4-7-5 [7] vs 8 at +1 [7:8 = -]

[12] Well, if it isn't to be, it's not to be. I might as well commit area 10 to fire. If 11 holds out, my artillery will still be in position to fire on turn 2.

5-7-6 + LR/5 Plt + 2-7-5 [10] vs 11 at +2 [8:8 = 2] [two 4-7-5s R to 6]

[13] No luck again with my fire at Area 8 last impulse. If the whole 3rd Company is still in Area 8 at the beginning of turn two, I will be in a lot of trouble. I know he'll move the armor from Area 9 to Area 8 to make the ideal fire group, but he may wait and give my Anti-Tank Gun in Area 11 an



alternate target first. His fire at Area 11 has been most effective which isn't helping matters either. Area 11 is now wide open to attack. His next move will probably be to bring in the armor from Zone B. I'm considering reinforcing with the two RASC units while they're still able to do so, since they won't be able to make it if he moves in. However, I don't think the area is worth it anymore and it looks like he's going to get 2 Victory Points. My only chance is my fire from Area 16. I will also save my last unit in Area 7 to add a little more fire. It's time to wait.

PASS

*13—Because of the early success that Don is having with his attacks on area 11, an interesting dilemma arises for the British player. Should the ATG in area 11 stick around for a shot at an AFV or move to area 6 while it still has a chance? Moving it will free the 6-2-8s to move to 15 and/or 8, but will allow its use in later game turns rather than risking its loss now in Close Combat. This is a difficult decision to face. It all boils down to whether Alan feels he can hold on to area 11 and for how long. At this point, I feel conservative play is in order and would move the ATG to area 6. Given their extremely low mobility, this may be the last opportunity to move it.*

**[14]** One turn too late. The only way I can try for area 11 now would be to commit the PzKw IIIs in the teeth of his AT Gun. That would limit the reinforcement of the area to his seven adjacent uncommitted units which I could match with eight 4-6-6s. Any losses to the tanks could be reinforced with armor from area 25. The drawback is that I have no engineers left to give me the advantage next turn in fire setting attempts and I would be blocking my own artillery. I will try it and decide whether to stick it out or withdraw entirely based on the results of his AT Gun fire.

Three 4-5-8s [B] 11

**[15]** I'll bet Don wishes he'd put the third HVY WP in Area 15 instead of Area 29. It would have improved the AV of Area 15 by one. While one may not seem like much difference, in this case it could be important. Glad to see I can still predict his moves. Not that it helps me that much. If his armor survives in Area 11 it will be big trouble for me next turn because they could move into Area 6. I also guessed right about him giving my Anti-Tank Gun an alternate target. Unfortunately, I must pass up the possible shot at a 6-2-8. It is too important to try to get the armor out of Area 11. Hope I don't regret it next turn when the fire group in Area 8 lays into me.

6x1 [11] vs 11 at +1 [6:7 = -]

**[16]** We stay. I will move the 1st Co to D to burn an impulse in hopes that he will possibly fire his last unit in area 11 at my tanks before I commit my infantry. That will be the point of no return as it will be my last chance to withdraw the armor and still leave me with a target for my artillery on turn 2.

1st Company [B] D

**[17]** I'm three for three so far. What happened to the Moon luck? Don usually likes to move one Company to Area 28, so at least I've stopped something this turn. Putting the Company in Zone D is not that much different though, and there is an advantage because he will get a modifier on the Random Events Table. I will move two units to Area 16. This will give me the option of moving some of the units in Area 16 into Area 11, though I'd hate to do it. We are now playing the waiting game, both hoping the other will move into Area 11 first. The other reason for this move is to try to draw some fire from Area 15. After he commits his units in Area 15, I can make my decision about what to do with my units in Area 16.

Two 4-7-5s [4] 16

**[18]** I can't farm it out much longer. I have to have the advantage in 11 before I dare pass.

LR/4 Plt [9] 11

**[19]** He makes the first move. My move from Area 4 to 16 was well timed at least. Now I will fire from Area 16 with a single unit and the two committed units will help protect my firing unit (easier to spread out any casualty points between three units instead of one if he fires into Area 16).

4-7-5 [16] vs 11 at 0 [6:9 = -]

**[20]** I have to move the Bohlt HQ into position before I can risk a pass. Unfortunately, that will just give him four free +1 shots with his units in 24 before it really pressures him to do anything in area 11. Maybe I'll be lucky.

2-6-5, 2/4 Plt, 2-6-4 [B] 15

**[21]** Unbelievable. I haven't hit a thing so far. Don is assembling another fire group in Area 15. I can fire at Area 15 from Area 24 since this will be the only targets my units will get and it would nice if he didn't start turn two with all of his units adjacent to my units. Would also like him to commit those units in Area 15.

4-7-5 [24] vs 15 at +1 [8:3 = 6] [K 3-5-5; R two 3-5-5s and 2nd Co HQ to 25]

**[22]** Ouch. So much for luck.

2/5 Plt, 3-5-5 [B] 15

**[23]** Some luck at last! Finally forced him to make a move as he had to reinforce Area 15.

4-7-5 [24] vs 15 at +1 [8:7 = 2] [R two 3-5-5s to 25]

**[24]** Can he get multiple casualties three times in a row? We'll see.

3-5-5, 3-5-5 [B] 15

**[25]** Now we're getting somewhere. Again, his move is forced as he brings in his final reinforcements from Zone B to Area 15.

4-7-5 [24] vs 15 at +1 [6:8 = -]

**[26]** Hooray! Now if he just misses with his last shot.

PASS

**[27]** His pass means he is refusing to commit his units in Area 15, waiting for me to finish firing my units in Area 24.

4-7-5 [24] vs 15 at +1 [7:8 = -]

**[28]** Two passes in a row? This will put him on the horns of a dilemma. He can get out of it, but at least he is forced to commit himself first. His dilemma will worsen if he misses again.

PASS

**[29]** He passes again, waiting to see what I'll do next now that all I've fired all my units in Area 24. I have to try to retreat his units in Area 11 so he has to bring replacements in.

4-7-5 [16] vs 11 at 0 [5:4 = 1] [R 4-6-6 to 10]

**[30]** One more time. He is really doing me a favor by not firing the unit in 11. That unit is still my "escape card" out of area 11.

PASS

**[31]** One crummy casualty point last impulse. He doesn't even have to bring in a replacement. Try again.

4-7-5 [16] vs 11 at 0 [9:7 = 2] [R two 4-6-6s to 10]

**[32]** I would move all five 4-6-6s in 15 into 11 except that perhaps the presence of the fire capability in 15 has something to do with his not firing the unit in 11—something I still hope to delay as long as pos-

sible. As long as I am willing to accept losses, two units are all that is necessary to satisfy casualty point losses efficiently.

Two 4-6-6s [15] 11

**[33]** Two casualty points is better. Now he moves in some replacements. If I can retreat the two units out of Area 11 with one shot, he will then have to commit the others from Area 15. He's gambling I won't get lucky here, cause he could get hurt with this piecemeal commitment (two units less able to absorb casualties than five).

4-7-5 [16] vs 11 at 0 [10:10 = -]

**[34]** His miss allows me the luxury of another Pass impulse. As long as I can take out his only infantry unit in Close Combat the AT Gun will die automatically at the end of the Close Combat Phase. As long as I maintain this superiority he can't afford to pass.

PASS

**[35]** The chit draws have been amazingly bad for me this turn, working out almost perfectly for Don in a number of cases. For instance, on this even attack we both drew a '10', and on several +1 attacks Don has drawn a chit with one more than me. He is now content to wait and see if I can retreat his units out of Area 15 before doing anything else. He knows I won't pass out the turn at this point and he'll have time to move his other units (especially the armor in Area 9) later.

4-7-5 [16] vs 11 at 0 [4:6 = -]

**[36]** My luck has been good down this stretch but I think he errs by not moving into 11 for Close Combat, rather than taking these shots. If he fails on his next shot I am almost certain to take the area in Close Combat.

PASS

**[37]** Not only is he passing, he's smiling (or as close to it as Don ever gets).

4-7-5 [16] vs 11 at 0 [4:10 = -1]

**[38]** I'm going to pay for this present good fortune down the road, which is another good reason to limit my infantry in 11 to two units; it cuts my losses should he connect on a 12:2 exchange in the chit draw process.

PASS

**[39]** I'm pulling my hair out from the inside. From him I get more passing and smiling. Time for me to make some repositioning moves. I will move C Company HQ to Area 26 to prevent an assault on Area 23 next turn, so I can move some of the units out of Area 23.

2-8-5 [17] 26

*39—I would have to agree here with Don. The ACs in area 25 could move into 26 and have a 67% chance of eliminating the HQ with little threat of return fire, except by the HQ itself in Close Combat. Only about 17% chance of eliminating the AC. Possibly a better move would have been to move it to area 23 and leave it there. The area could still have a defense of nine from adjacent attacks next turn, ten at night.*

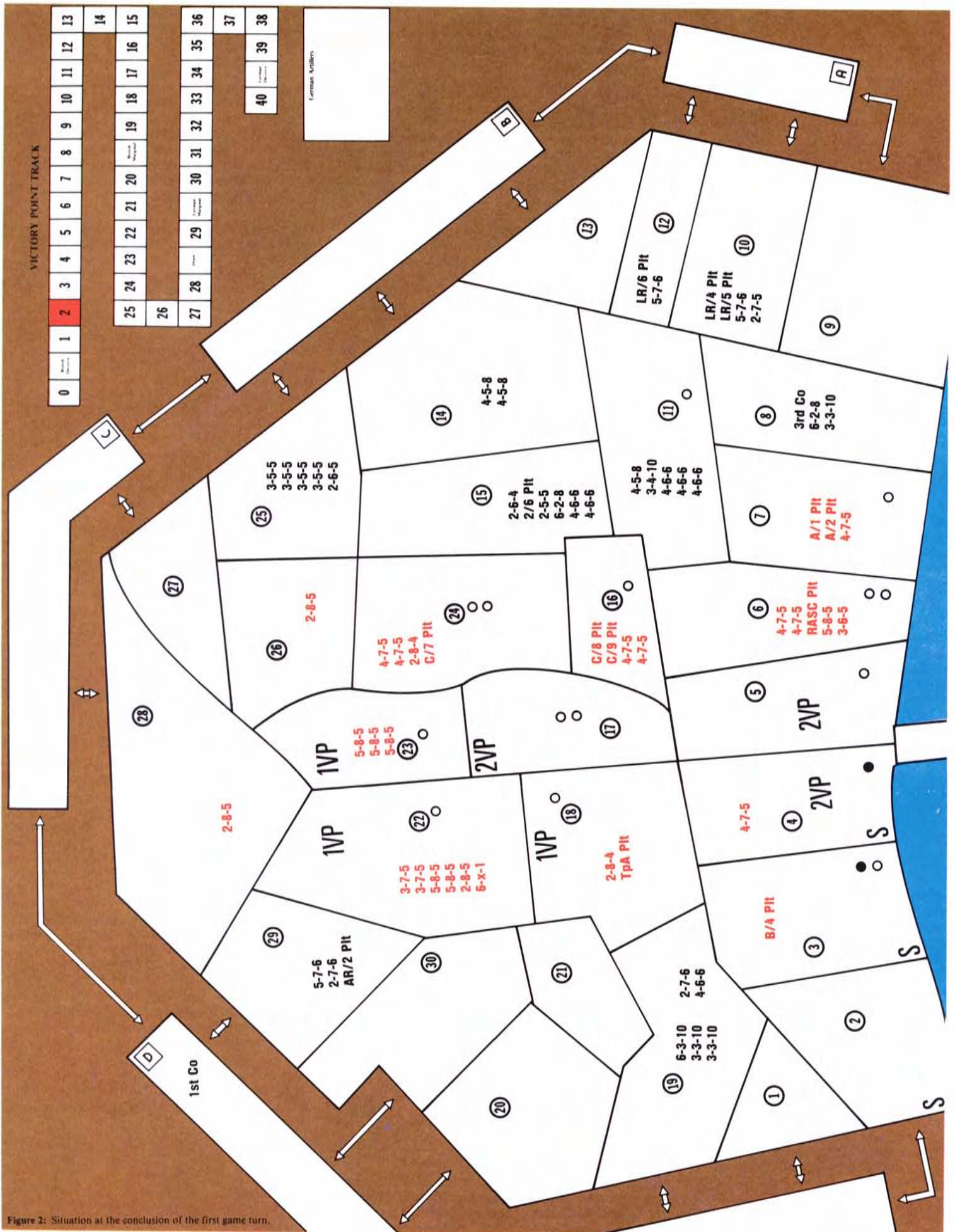
**[40]** He apparently intends to pull out of 23 entirely, hoping to block me from it with units in 26 and 28. As long as my armored cars remain uncommitted I may be able to spoil that notion.

PASS

**[41]** It is unusual for the German player to pass so much with so many uncommitted units. But his pass is the correct play at this time. I will move the two RASC units to Area 6, building this Area up for a possible assault or armor infiltration next turn.

Two 3-6-5s [5] 6







[42] I am becoming somewhat nervous that he will answer my pass with one of his own. I cannot move my 6-2-8s until I've assured the destruction of his AT Gun. Moving one more unit into 11 takes away the 16% chance of not taking area 11 in Close Combat were he to pass now.

4-6-6 [15] 11

[43] What a whimpy move. One unit from Area 15 to Area 11. Don is really being cautious, or maybe he thinks this is my game to be unlucky. Or, optimistically, maybe I'm wearing down his patience with my last few positional moves. I'll make a couple more before firing my last two units into Area 11. I will move the Fd Am from Area 17 to 6. I want all the units with a 6 DV together so they don't weaken more than one area. And Area 6 will not be an artillery target next turn so this is the perfect place.

3-6-5 [17] 6

[44] I shouldn't do anything until he commits his last two units in 7 and 11.

PASS

[45] He passes, but not smiling this time. I will move one of the 1 Bde units from Area 23 to Area 6. This unit's 5 AV gives me a nice attack against his armor if they move in next turn.

5-8-5 [23] 6

[46] Nothing has changed.

PASS

[47] Aha. Got a sigh out of him that time. Can't decide whether to move one more of the 1 Bde units out as well. They won't be attacked this turn, but they will help support Area 22 next turn from where they are.

4-7-5 [23] 24

[48] It is really unusual for the German player to get away with this many Pass impulses before the end of a turn. Usually it is the British player who does the majority of the passing, but . . .

PASS

[49] Was that a moan? Wish I could delay some more since it seems to be getting to him. Better fire though.

4-7-5 [11] at 11 at +1 [6:5 = 2] [R two 4-5-8s to 14]

[50] Finally he commits area 11 totally. The choice of how to satisfy the casualty loss was a painful one between retreating two infantry, eliminating one, or taking the losses in armor. The decision would have been easier had the casualty loss been 3 or 4. I did not want to withdraw the tanks as I was hoping to move my armored cars into 26 in an attempt to destroy his one unit blockade in Close Combat, but he still can prevent the loss of area 11 by moving his last 4-7-5 into 11 to bring down the odds of Close Combat. I need the last two infantry units to fire on it should it move into 11.

Two 3-4-10s [25] 11

[51] Two casualty points wasn't enough last impulse. It allowed him to surprise me by retreating two of the armor units to Area 14. After I went to all the trouble of building up Area 6 against an armor infiltration. Then I thought that maybe after seeing this buildup, this is his reason for retreating the armor units. Boy was I wrong. I missed this one. Didn't realize he could move two replacement armor units from Area 25 to 11. In a way though, I'm glad he's committing so much here since I have moved so many units to Areas 6 and 16.

4-7-5 [7] vs 11 at 0 [9:11 = -]

51—I feel, because it is important to hold back those 6-2-8s as long as possible, a better move would have been to shift the 4-7-5 from area 7 to 11. Without someone else in area 11 (or a good chit draw), Alan can write that ATG off. He should probably be thinking about bringing the other ATG down from area 22 to 17 where it is more of a threat to the majority of the German armor.

[52] Hooray! That frees me to move my armor. I won't fire on 11 with my two remaining 4-6-6s because it would allow him to retreat the 4-7-5 and I now have a guaranteed kill in Close Combat.

6-2-8 [9] 8

[53] Another miss. He finally moves his armor units from Area 9 to 8. Now it's my turn to pass as I know he won't end the turn before moving his other armor units.

PASS

[54] With the AT Gun and the artillery spotter gone I can now afford to move fire support into 15.

6-2-8 [9] 15

54—If you didn't catch it, this move is only possible by virtue of the strategic zones.

[55] Moving his armor to Area 15 establishes a good fire group there. I will move my 1 Div HQ from Area 22 to Area 24 so I can fire my artillery into Area 15 next turn, which will probably be my first impulse move.

2-8-5 [22] 24

55—This was a very good move on Alan's part. With a good chit draw next turn, it could prove to be a stabilizing factor against Don's eastern assault.

[56] Ouch! I forgot that he hadn't committed his other artillery HQs. Guess where he'll try to use his artillery next time. I should have moved both 6-2-8s into area 8. I had enough infantry there to form two fire groups. I am firing my armor in 19 because he can't fire back. The infantry will have to remain uncommitted; they would be too susceptible to return fire. Hopefully, I will be able to retreat one of his units which will then be vulnerable to attack from the Arnhem artillery.

6-3-10, two 3-3-10s [19] vs 3 at 0 [10:5 = -]

[57] He decides to make the first move in the west by firing at Area 3. Now I can fire all my units in Area 18 at his uncommitted units in Area 19. If he fires back, I should be able to handle the casualty points in retreats.

Tp A Plt, 2-8-4 [18] vs 19 at 0 [7:9 = -]

[58] I'd like to jump into 26 but I don't dare as long as his engineers in 23 are uncommitted. Will fire my 4-6-6s in 15 at -1 apiece in hopes of retreating some units out of the way for next turn.

4-6-6 [15] vs 16 at -1 [11:6 = -]

[59] He fires at Area 16, knowing he doesn't need to move any more units into Area 11 (he will automatically eliminate my infantry unit with his six units and then the Anti-Tank Gun will also die automatically because it is alone in the area). I am considering firing my units in Area 3 at his uncommitted units in Area 19, but I fear the Arnhem artillery. I decide to pass and don't particularly care if he passes out the turn or not at this point.

PASS

[60] At least I burned one of his 11s rebuffing a minor attack.

4-6-6 [15] vs 16 at -1 [6:7 = -]

[61] At least I've had some luck against his attacks. I am just waiting for the turn to come to a merciful end.

PASS

[62] Moving into 8 with the armored car to increase the size of my fire group there.

3-3-10 [25] 8

[63] He adds one more point into the fire group in Area 8. I hope this is it.

PASS

[64] I'm not going to get a shot at a committed unit with the Arnhem Garrison artillery so I might as well take the shot.

AG6 vs 4 at -1 [4:5 = -]

[65] It isn't. He fires his Arnhem artillery but I survive intact. I consider firing my platoon in Area 3 at his uncommitted units in Area 19, but decide the risk is not worth the potential gain. The west part of the board does not seem to require any risks on my part.

PASS

65—Leaving the lone British 4-7-5 in area 4 seems to be a waste to me. It could have been used to help area 6 or, better yet, moved into area 18 it could stiffen the western defense as a whole and be out of harm from the Arnhem Garrison attacks. A less conservative move would be to shift it to area 3. If the German units in area 19 choose to fire on it at even odds, the British units in area 3 could respond with either three even attacks or one +3 attack. This would be true if the unit moved into area 18 instead; but such is a much more conservative move since the other committed units already in that area could absorb any casualties resulting. A move into area 3 would not have this advantage.

## CLOSE COMBAT

The Germans destroy the lone 4-7-5 in area 11 automatically and destroy the AT Gun as well. The AT Gun does eliminate a 3-4-10 in Close Combat but the 4-7-5 is unable to extract any further price from the Germans. Area 11 falls to the Germans who collect two bonus victory points.

The automatic loss of the ATG in Close Combat brings the turn to a disappointing end for the British and two VPs for the Germans. Turn two will surely see a large fire group attack from both areas 15 and 8. This, topped off with the German ability to assault numerous areas during the night game turns, makes the picture even bleaker. But things are not all bad; areas 24, 16, 6 and 7 are heavily occupied and the night does bring a +2 modifier to adjacent fire attacks and reduced artillery attacks. In addition, it would seem that the threat to the north is only in terms of the potential that the 1st Company enjoys from zone D. The situation in the west is still a stalemate as is normally the case at this point of the game.

Let's turn briefly to the luck of the draw and see if either player had any advantage there this turn. Because the players used the chit system (22) for fire combat, we must look at something other than just the actual numbers drawn. First, let us look at the number of successful fire attacks each player had compared with the total attacks attempted. A success is defined as a positive chit draw; in other words, a positive net result when the defender's chit is subtracted from the attacker's. The ratio of successes divided by the total attempts made is what I will call the "success percentage" and should be 50% on the average. Don was, in the last turn, four for nine or a "success percentage" of 44%. Alan was five of sixteen for 31%, not too good when one



considers that there were about twice as many British attacks as German attacks during turn 1. If we also look a little deeper at these attacks, we see that most of them were at about even odds. So let's examine another ratio I call the "casualty ratio". This is the actual number of casualties divided by the "expected" number of casualties. Don had a ratio of 1.14 while Alan's was about 1.63. In Close Combat, the ratios were very much the same—1.0 for Don and 1.5 for Alan. It's obvious too early in the game to predict anything, but we can see that during this first game turn, luck played only a minor part.

## GAME TURN #2

The British roll a 5 for Reformed Units and thus miss getting one (they needed a roll of 3 or less). The Random Events dice roll was a 10, but is modified to a 9 due to the German presence in zone D overriding the British TA.

**[1]** My choice is whether to fire my artillery into Area 19 or move a unit into Area 11 to block his route into Area 6. I think he will fire his artillery first though, so I should have time to make several moves.

Attempt to call in 1 LR RA fails on a roll of '5'.

**[2]** The move of 1st Co into zone D has paid off already as it prevented British reinforcements from arriving, as well as freezing three of his engineers in zone 23 as he no doubt fears my usual foray into area 22. He didn't waste any time trying to call in his artillery on my 6-2-8. I will use my artillery just as quickly—although once I get off a shot I don't think he would waste units by moving into 15 to block two night artillery barrages.

HKG(7) vs 16 at 0 [9:3 = -]

**[3]** Can't believe I rolled a '5' again for my artillery. If I don't get some luck this turn, the game will be over. Hope the artillery roll isn't an omen. His artillery fire has no effect, but using the same chits, if I had gotten my artillery, the attack would have caused 9 casualty points. Grumble, grumble. I will move a DEF unit from Area 7 to Area 5 to block any forward retreat possibilities if he moves into Area 6. I'm playing a guessing game here, assuming he'll call in the rest of his artillery as his next two moves. I still can't decide whether to move a unit into Area 11 or not, or wait and let him come into Area 6 if he wants to and then surround him by moving a unit into Area 11. The danger is that he surrounds my units in Area 7 at the same time I surround his units in Area 6. And it is for this reason that I will use a unit from Area 7 to move to Area 5.

4-7-5 [7] 5

3—Once again the British waste a unit and move. As it now stands, a German unit in area 6 forced to retreat could retreat to 5. But a British unit in area 17 would stop this just as well as one in 5 (8.355). Besides, at this point there are no German units in 6, so why not wait until such time as there are and then follow that impulse with a move to area 17 or 5 or, even better, hope that by that time a British unit has retreated to 17 or 5.

**[4]** I don't understand that move at all. What is he worried about?

HKG(6) vs 16 at -1 [7:9 = 1] [R 4-7-5 to 17]

4—There, now the British wouldn't have had to worry about a German retreat forward from area 6 to 5. The unit retreated to 17 will prevent it.

**[5]** His artillery forced me to retreat a unit to Area 17 but this is okay since I needed a unit in Area 17 anyway in case he attacks 16 instead of Area 6 or 7. I

have decided not to move into Area 11. If he moves into Area 6, I can always move my units from Area 7 into Area 6.

PASS

**[6]** I think I'll save my last artillery shot in hopes that he'll eventually give me a better target. On with the assault in the southeast. I'll be content if I can take area 7 this turn for another 2 victory point bonus and still be in position with big kill groups in the daylight of turn 3 when I will control the Tactical Advantage (TA).

6-2-8, 3/7 & 3/8 Plts, 3-3-10, 2-6-5 vs 7 at +6 [5:9 = 10] [K two 4-7-5s; R three 4-7-5s to 6, one 4-7-5 to 5]

**[7]** He doesn't go for the encirclement. Just makes a big attack on Area 7 with his fire group in Area 8. His AV was 15, one short of the biggest possible AV of 16. In my favor was the night turn modifier and that this fire group may not have anything to fire at in turn three. But ten casualty points is a disaster. I am forced to move a unit from Area 16 to Area 7 to fill the hole. I won't hold the area with just one unit but I must occupy it. His units in Area 25 could move to Area 7 if I don't. Also, I want him to commit significant strength here since I have so many shots at Area 7 from Area 6. It begins to look like he has no intention of attacking Area 6.

4-7-5 [16] 7

**[8]** I think Alan erred in not using his TA for a reroll. That attack represented my only real chance of hurting him this turn. If he forced a reroll and won the subsequent chit draw I would have had a fight on my hands even to take area 7 this turn. Now it should be relatively easy. His move of a blocking unit into area 7 shows he is more concerned with keeping me out of 6 this turn than debating the merits of 7. Nevertheless, it is a good move because it keeps my training units in 15 and 25 out of 7 so that I can't form an efficient kill group in 7 next turn. The best tactic, of course, is to occupy the adjacent area with a 6-2-8, two other armor units, and six cheap infantry plus a HQ for a maximum attack of 16, leaving a strong force of 4-6-6s behind them to leapfrog into the attacked area. Now I will have to form a kill group with 4-6-6s, and the 3-5-5s will be unable to reach the attacked area in daylight. Nonetheless, I will be content with the easy capture of 7 and two more VPs.

LR/4 & LR/5 Plts [10] 7

8—As a quick aside, Alan's move does not keep the training units in area 15 out of 7. They still have the MPs during a night game turn.

**[9]** His move into Area 7 is a big commitment this early. I want to fire a big group from Area 6 (my 1 Bde, RASC platoon, Fd Am) but must wait a little longer. Have to remember to be patient. Make him commit more units before I start taking my shots. Hope he doesn't move more units into Area 7 before I get at least one shot though, as six units are easier to hurt than ten.

PASS

**[10]** Moving in three more 4-6-6s into 7 to absorb losses from his eventual fire from area 6. My ultimate aim is to move the 2-7-5 artillery HQ and the 3/7 Bohlt Plt into 7 after he's shot his wad. I may also want to follow up with three armor units to complete the kill group. I won't fire into 7 any more because his delay unit is going to die automatically in Close Combat.

Three 4-6-6s [11] 7

**[11]** I really didn't think he'd commit this much so soon. Especially units out of Area 11. I must block Area 11 now to seal off Area 7. With a unit in Area

11, he will only be able to reinforce Area 7 with the units from Areas 8 and 10. If I can get some good results against Area 7 with my fire from Area 6, I might even consider reinforcing it for close combat. I really don't want to give up two more Victory Points. The unit in Area 11 will also protect Area 6 which was my original reason for this move.

4-7-5 [24] 11

**[12]** He is determined to prevent me from reinforcing 7 as strongly as I'd like. I can't stop him, but I lose little by firing with my armor in 11. A kill is a kill, and if he moves in another unit I can probably manage another kill in Close Combat. I'm not sure blocking the formation of my kill group in 7 is going to be an efficient use of force for him.

4-5-8 [11] vs 11 at 0 [12:6 = -]

**[13]** Wonder how many units he'll use to try to get this unit out of his hair. Hope I can hang on through a few more attacks. It could get costly moving replacement units in. Now I can use my firegroup against Area 7.

5-8-5, RASC Plt, 3-6-5, and 4-7-5 [6] vs 7 at +6 [7:5 = 8] [K 4-6-6, R five 4-6-6s to 9]

**[14]** Ouch! I wasn't expecting him to form a kill group of his own. His previous occupation of 11 complicates matters—forcing me to retreat to 9 instead of 10 from where they could have once again moved into an enemy occupied area next turn through area 11.

3-4-10 [11] vs 11 at -1 [5:7 = 1] [R 4-7-5 to 16]

**[15]** Whatdya know, it worked. Now he will have to commit his units from Area 8 or Area 10. I'm sure he would like to move his units from Area 12 to Area 7, but he must get rid of my unit in 11 first. I have to replace the unit in Area 11. Will be interesting to see which units he uses to fire at my unit this time.

4-7-5 [24] 11

**[16]** I guess I'll have to be satisfied with two more kills in Close Combat.

10R(6) vs 3 at -1 [10:2 = -]

**[17]** Am surprised he fired his artillery into Area 3. I really doubt he is thinking about assaulting this area. I will fire my A3 unit in Area 6 at Area 7 since this unit may not have anyone else to fire at. If I can manage to clear out Area 7 I will definitely reinforce from Area 16. All he has is one platoon in Area 8 to fire at Area 7. My nuisance unit in Area 11 has worked wonders; even his armor in Area 14 can't get to Area 7.

4-7-5 [6] vs 7 at -1 [7:4 = 2] [R two 4-6-6s to 9]

**[18]** Some good comes from everything. If you have to draw a 2, it's best to draw it on offense in a negative attack when your opponent draws a good chit. I need that consolation though, because all of a sudden I'm in danger of not even taking area 7, let alone establishing a fire base. Despite his protestations to the contrary, Alan is in good shape.

3/7 Plt [8] 7

**[19]** My attack was successful in clearing out Area 7 and forced him to move the platoon in Area 8 to Area 7. Since he didn't use the units from Area 10 first, I have the feeling he may be thinking about an assault somewhere else as well. Wonder if he's looking at Area 16. I see his raise and move one unit to Area 7 which should be just enough to deny him the Victory Points as one of my two units should survive the close combat. It is also interesting to note that if the Area remains as it is, he would have two '5-6' shots and I would have two '5-6' shots even though he has four units to my two. He only has two



more units to move in, so I will not have to move more than one more unit in no matter what. I don't want to overcommit to this area since Area 16 is looking weaker all the time.

4-7-5 [16] 7

[20] So much for controlling area 7, but by fighting for it he is almost doing me a favor. Any survivors in the area will be in range of my kill group in 8 next turn. By moving the engineer unit in, I hope to encourage him to move yet another unit into 7. If he weakens area 16 sufficiently, I can try to move in from 14, 15, and 25.

5-7-6 [10] 7

[21] He ups the ante with one more unit so I call and move in one more unit.

4-7-5 [16] 7

[22] I can't reinforce 7 further. The only unit which can reach it is the 2-7-5 which must be moved into 11 (once I guarantee that I will be the sole occupant of 11 next turn) to establish my artillery base. To do that, I must first occupy area 16. The question is when. My five units in 10 and 12 cannot do anything else except move into 11 this turn, and yet I only need four (counting the engineer) to guarantee a kill on a single 4-7-5. Therefore, by using three to fire on area 11, I really am committing only one more unit than would be necessary to secure area 11 anyway. Hopefully, I can kill an extra unit this way and siphon another unit out of 16 or 24 to block 11 again. Then, I'll move into 16.

LR/6 Plt [12] vs 11 at +1 [3:11 = 9] [K 4-7-5]

[23] He doesn't want to move the HQ from Area 10 into Area 7 because I'm sure he'd like to have it free to call in artillery next turn. His fire killed my unit but wasted six casualty points so I guess I shouldn't complain. The platoon that fired won't be next to any of my units next turn. I have to replace my unit.

4-7-5 [24] 11

[24] What a waste—6 casualty points hit nothing but air! Now to move into 11. The lone 3-5-5 is held back to move into 11 to complete the automatic Close Combat kill.

Three 3-5-5s, 2-6-5 [25] 16

[25] I was right about the assault on Area 16, but I'm not happy about it. I have stripped Area 16 so I need some luck. I must fire now even though he will be able to return fire from Area 15.

4-7-5 [16] vs 16 at +2 [9:12 = -]

[26] Just burning an impulse moving into 11 to see what develops in 16.

5-7-6 [12] 11

[27] I'm sure he would have liked his HVY WP in Area 16 instead of Area 11. Wouldn't be surprised to see him fire soon with his units in Area 15.

4-7-5 [16] vs 16 at +2 [2:8 = -]

[28] Committing myself to an artillery base for next turn.

2-7-5 [10] 11

[29] His last move was no surprise because Area 6 will be the main artillery target next turn. I think he has missed his best chance to fire at Area 16 now though, since after I fire one more unit this impulse I will have four committed units there. Two or three would have been an easier target. I guess he's leaving his options open, as he can either move or fire into Area 16 with his units in Area 15.

4-7-5 [16] vs 16 at +2 [9:11 = -]

[30] Completing the automatic Close Combat kill in area 11 while stalling for time.

3-5-5 [25] 11

[31] Incredible! Three misses at +2 in a row. Moving another unit into Area 11 gives him an automatic elimination in Area 11, but I would think he'd need the unit in Area 16 more.

4-7-5 [16] vs 16 at +2 [8:7 = 3] [K 3-5-5]

[32] Risking an even attack with the 6-2-8 in hopes of gaining a retreat which will improve my Close Combat odds and thereby the chances of taking area 16.

6-2-8 [15] vs 16 at 0 [8:7 = -]

[33] Finally got some casualty points last impulse, but three wasn't enough. Out of four +2 attacks I got three casualty points, five below average. Firing his armor in Area 15 at Area 16 is a surprise and a relief. He's passing up a chance for a 14 AV attack with his Area 15 fire group against Area 16 (a +8 attack). Couldn't resist a giggle. The way things are going, it may be my last. Now it's time to wait for him to either fire or move his other units in Area 15, (which I expect him to do now) before firing my units in Area 24. I will probably reinforce Area 16 with one of the 1 Bde units from Area 23 and the unit in Area 4. I would like to make him pay somewhere and Area 16 is my best chance.

PASS

32 and 33—I would have to agree here with Alan about Don's attack on area 16. The payoff is greater with the +8 attack than with firing the 6-2-8 and moving a couple of units in.

[34] I could play games and move in one unit per impulse which would be smarter in terms of winning the game, but for the sake of brevity . . .

Two 4-6-6s, 3-5-5 [15] 16

34—With the reduction of German units in area 15, the British can now take a chance and move a unit in (now that there are fewer units to open fire) and block the retreat of German casualties from 16—assuming, of course, that the British can inflict some casualties there.

[35] He moves a platoon out of Area 15. Good. Now I can fire my units in Area 24 since his remaining force in Area 15 is not enough to deter me. But wait, I almost missed this one. I can move the HQ from Area 26 to Area 15 and surround his units in Area 16. Then I can fire and get some kills instead of just letting him retreat back to Area 15.

2-8-5 [26] 15

[36] Good move! I should have moved the 2/6 Plt in last impulse also. He now blocks my reinforcement of 16. I couldn't really have moved out of 15 and left the Bohlt HQ without covering units next turn anyway, but I did want to move the tanks in 14 into 16. By firing at the blocking unit in 15 I don't really give up anything except a sure kill in Close Combat. If I kill or retreat the unit, he'll have to sacrifice another to block my armor from reinforcing or allow them to do just that.

2/6 Plt, 2-6-4 [15] vs 15 at +2 [7:9 = 4] [K2-8-5]

[37] He promptly kills my unit, but I will move in a substitute to block his retreat again. This also prevents his armor from Area 14 from aiding in the attack on Area 16.

2-8-4 [24] 15

[38] More importantly, he now has a temporary encirclement on my units in 16. Although he can reinforce 16 against my armor excursion and nail them in Close Combat I have to at least try to tempt him away from firing on 16.

Two 4-5-8s [14] 24

[39] One more surprise for Alan. His move is to give me an alternate target with my units in Area 24. I'm not falling for his ruse. I will try for kills against his surrounded units.

4-7-5 [24] vs 16 at 0 [6:7 = -]

[40] At least he missed his first shot. I might as well pass because I know he won't.

PASS

[41] His pass was barely audible; preferring to suffer silently. How about a good result to make him pay for a change?

4-7-5 [24] vs 16 at 0 [8:6 = 2] [K 2-6-5]

[42] I should probably pass as this move will release his engineers to reinforce his Close Combats, but I want to set up a kill group in 19 for next turn just as badly as I want to survive the Close Combats. At least now I won't have to fear a pass impulse.

1/1 & 1/2 Plts, two 3-5-5s [D] 19

42—Don surprised me with this one, as I'm sure he did Alan. Movement into area 27 would seem to be the more logical move. By moving the entire 1st Company into area 22, he could pave the way for the engineer and grenadier units in 29 which could set fires in turn 3 and possibly neutralize the ATG there.

[43] One crummy kill last time. My move into Area 15 has not paid off since I will have lost two units there in exchange for eliminating one of his in Area 16. I felt sure he would assault Area 22 with his units from Zone D. Moving them to Area 19 is a very cautious move. I can move a unit to Area 24 now that it looks like this area is safe from attack. I would like to get two '5-6' shots at his armor in Area 24 so I need four units, but I will move one unit at a time to let Don make some other moves.

2-8-5 [22] 24

[44] It will take more than that to get a nibble out of me.

PASS

[45] Too smart for me. I hope I'm not stripping the north and west too much.

3-7-5 [22] 24

[46] Nothing has changed.

PASS

[47] I don't think he really wants the turn to end, so he must figure I have other moves to make. He's right, of course.

4-7-5 [4] 16

[48] Nothing I can do will improve my position unless he fires first.

PASS

[49] The sly dog. I can move one unit out of Area 23 since he probably won't be able to mount much of an attack on it next turn either.

5-8-5 [23] 16

[50] If even one unit survives his even attacks I will have the advantage in Close Combat. A good gamble I think—especially if he commits another of his engineers prematurely.

3-5-5, 2-6-5 [D] 28

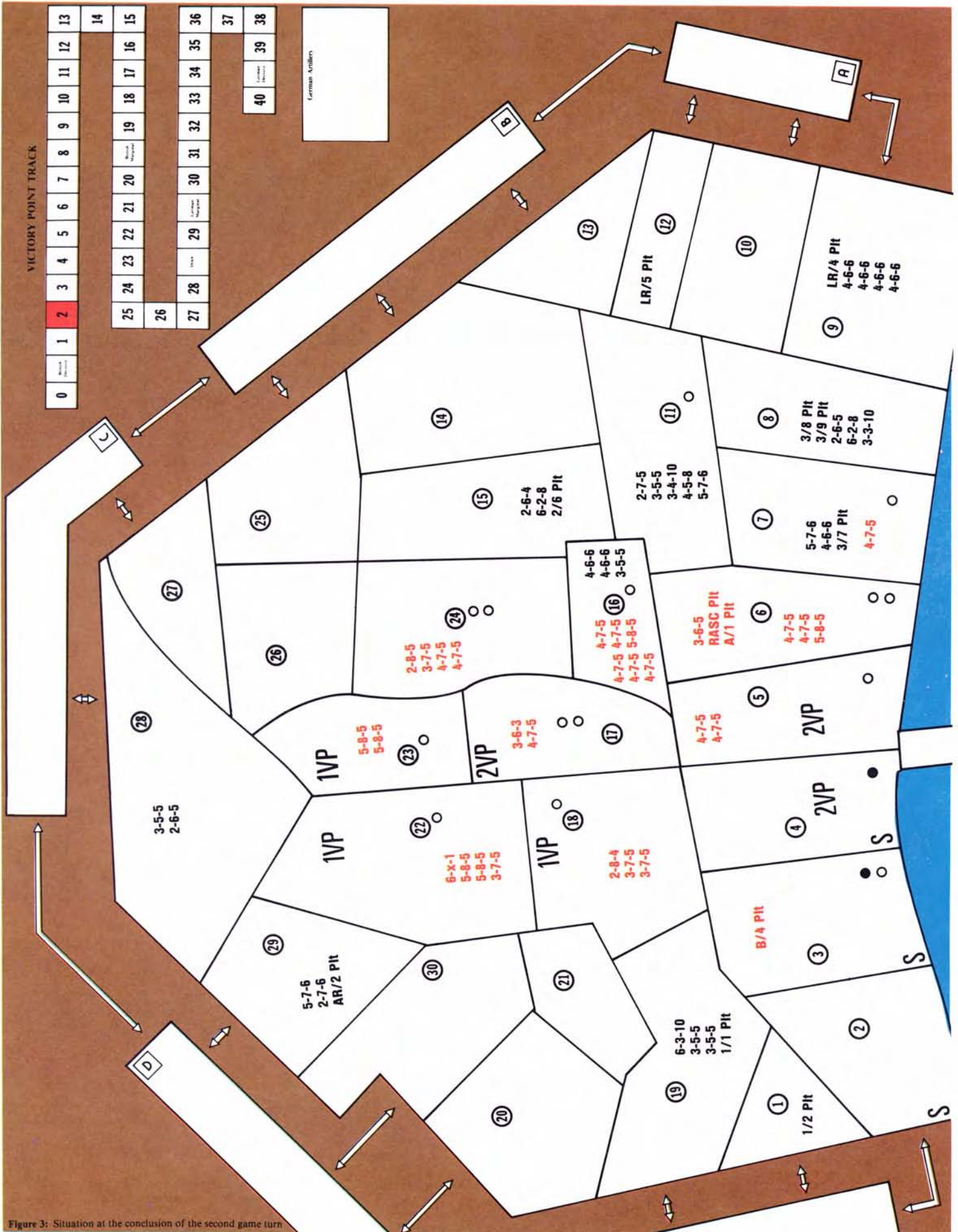
[51] He is trying to get me to move another unit to Area 28 or at least draw some fire. He may still be considering attacking either Area 18 or 22. I definitely won't move another unit to Area 28, but if I don't fire I will probably lose my blocking unit in there during close combat. So, I'll bite.

5-8-5 [23] vs 28 at +1 [5:8 = -]

[52] If he scores four or more casualty points on the first fire, I'll give up and retreat out. Otherwise, it's all or nothing.

AR/2 Plt, 5-7-6, 2-7-6 [29] 22







52—With the move of the 1st Training Company to areas 19 and 28, I don't feel this was a very good move. It is strange to see a gutsy move like this after a somewhat cautious move to 19. To come out of this without some casualties or loss of position, Don will have to be fortunate.

[53] I can't believe he's attacking Area 22. why didn't he attack with the units from Zone D as well? I think he'll regret his lack of patience. Lots of fire at him. Hope it goes better than it has up to now.

5-8-5 [22] vs 22 at +2 [10:9 = 3] [K 2-7-6]

[54] I'm making a multiple move to reinforce 22 and attempt to block his reinforcing from 18. However, it chances a +1 AT Gun attack which would not otherwise have a shot. I don't like it, but I've gone this far.

4-6-6, 2-7-6 [19] 22; two 3-3-10s [19] 18

54—Another gutsy move! This doesn't seem like the same fellow that's been playing the game on the eastern side of the board. Once again his moves don't seem to match the conservative move of the 1st Training Company earlier into area 19. If Don does not pay for these moves, he will have to consider himself lucky indeed.

[55] A good start for once. He has lots of options left, but so do I. I was just wondering what he was going to do with his units in Area 19 when he moved them. All of a sudden Don is playing very aggressively again like he did in the first game. He would be better to sit still in the west but aggressive play is a trap the German player falls into a lot. It is my job to make his moves a mistake with some good fire.

5-8-5 [22] vs 22 at +2 [11:6 = 7] [K 4-6-6, R rest to 19]

55—Alan is quite right. He has a number of options here. I think, though, that the HQ unit in area 28 should attack first to see what happens there and, if successful enough, the 5-8-5 in area 23 could fire at 22 before the units there would have to fire. This in turn would allow the units in area 22 the opportunity to fire on any German unit(s) that were forced to retreat into adjacent areas. They could even be used to reinforce some other threatened area by moving during a later impulse. Granted, this is a lot of "ifs", but I feel it gives a few additional possibilities to Alan.

[56] So much for that. I should have passed from impulse 52 on. Poor patience on my part. I deserve what I'm about to get.

PASS

[57] Don knows his moves were a mistake now. His main hope now is that his armor in Area 28 can escape.

5-8-5 [23] vs 28 at +1 [4:8 = -]

[58] Nothing to do but grin and bear it.

PASS

[59] Now he's passing, not minding if the turn ends, though he knows it won't.

2-8-5 [28] vs 28 at 0 [10:11 = -]

[60] Is it possible I will get out of this unscathed?

PASS

[61] Three misses in a row at Area 28. I think I had my whole supply of luck for the turn in Area 22. He passes again but must be thinking of firing the armor unit in Area 19. He may be hoping I'll fire my units in Area 18 first. I will fire the Tp A platoon and HQ in Area 18 as a group against his two armor units hoping to kill them. If I fire one unit at a time he will just retreat immediately even if I don't get any casualty points.

Tp A Plt and 2-8-5 [18] vs 18 at +4 [8:5 = 7] [K both armor]

61—Good set of reasoning on Alan's part.

[62] I paid the price for my folly. I had hoped to retreat at least one of those armored cars, but Alan did the right thing and attacked in a kill group.

6-3-10 [19] vs 18 at 0 [2:6 = 4, but TA 9:10 = 1] [R 3-7-5 to 4]

[63] I made him pay in the west, that's for sure. He lost two armor units and two infantry units and got nothing. I'm sorry he decided to fire his armor unit in Area 19 at my committed units in Area 18 because the four casualty points hurt. I couldn't afford to retreat everybody out so I had to give him the Tactical Advantage. He would get it at the start of next turn anyway but now he will have a free shot in close combat, even though he can't use it for a fire impulse. The reroll was acceptable.

3-7-5 [22] vs 28 at -1 [5:4 = -]

[64] I might as well shoot my last shot. The Arnhem garrison isn't much of a threat to prevent his firing from 3 to 19 in that it isn't likely to do much more harm to 3 than it would to 4.

AG(4) vs 4 at 0 [7:10 = 3] [K 4-7-5]

[65] I wish I'd moved another unit into Area 28 now. He has a 50-50 chance of eliminating my unit in close combat and if he kills it he will open up the north a little. He calls in his ARNHEM artillery so now I can fire my units in Area 3.

4-7-5 [3] vs 19 at 0 [6:3 = 3] [R 1/2 Plt to J]

[66] Nothing left, but to look forward to Close Combat. The only obvious strategy to follow there is to preserve my TA for an area in which I have the most to gain or the least to lose. As the chances of winning an area outright (7) are less than 4%, I will use the TA only to force a reroll should he get one of my engineer units, and only then because I will get it back automatically next turn.

[67] What can I say?

4-7-5 [3] vs 19 at 0 [9:9 = -]

[68] And so it goes.

PASS

[69] No comment.

4-7-5 [3] vs 19 at 0 [5:8 = -]

#### CLOSE COMBAT

Area	Attacker(s)	Defender	Needed	DR
15	2-8-4	3-5-5	6	1
15	Five units	2-8-4	0	NA
28	2-8-5	3-5-5	6	5
28	3-5-5, 2-6-5	2-8-5	4	4
24	4-7-5, 2-8-5	4-5-8	5	5
24	4-7-5, 3-7-5	4-5-8	5	6
24	4-5-8	3-7-5	5	1
24	4-5-8	4-7-5	6	2
16	Three 4-7-5s	4-6-6	4	2
16	5-8-5	4-6-6	5	1
16	4-7-5	3-5-5	5	3
16	4-7-5	3-5-5	5	5
16	4-7-5	3-5-5	5	6
16	4-6-6	4-7-5	6	2
16	4-6-6	4-7-5	6	5
16	3-5-5	4-7-5	6	6
16	3-5-5	5-8-5	6	3
16	3-5-5	4-7-5	6	5
11	4-7-5	5-7-6	6	1
11	Five units	4-7-5	0	NA
7	4-7-5	5-7-6	6	2
7	4-7-5	3-5-5	5	3
7	4-7-5	3-5-5	5	1
7	5-7-6	4-7-5	5	6
7	4-6-6, 3-5-5	4-7-5	5	3
7	3-5-5, 3-5-5	4-7-5	5	5

This turn saw the exchange of some very fine sets of impulses in what is turning into a great game of cat and mouse by two excellent opponents. At this point though, I'm not quite sure who's the cat and who's the mouse. What's more, I don't think either of our opponents know.

Luck seems to have shined a little brighter on Don this turn with a "success percentage" of 60% compared with Alan's 50%. A more important comparison shows in the "casualty ratio". The British inflicted 35 casualty points with an expectation of 23, for a ratio of 1.52. A little down from the last turn, but still not bad. The Germans, on the other hand, hit with 33 casualty points from an expectation of only 9: a ratio of 3.67! That's better than twice the ratio Alan was hitting at. In Close Combat, we see the Germans eliminating 6 units from an expected 4.83 for a 1.24 ratio and the British eliminating 4 units while expecting 3.83 for a ratio of 1.04. Pretty close. With or without the fortune of luck, the British—as in the actual battle—cannot win an even game of attrition such as we are seeing here. Looking at the mapboard, we see that the British are not in bad shape positionally. This is especially true considering the high casualty ratio felt during this game turn. Certainly it could have been far worse. Alan has managed to keep Don's advance from the east to a minimum; while in the west he was able to capitalize on a series of rather poor German moves. The German losses in the west could have been even greater than what Don encountered had the chit draw been different. At this point I would say that the Germans still have a noticeable advantage, though probably not as great as Alan may think. In SOA, a reversal is always possible though never predictable.

#### GAME TURN #3

The British get one reformed unit automatically which he places in area 17, but is unable to roll the 3 or less needed to qualify for a second 3-6-3. The Random Events dice roll is a 7 which is modified by the German TA to a 6 for No Effect.

[1] Possession of the TA gives me the first impulse which is an advantage in this case because I will be able to make an artillery attack before he can move to block it. Actually, under the circumstances it is unlikely he will move to block my artillery at all because I have three different spotters in position and can guarantee all three placements if I use them as my first three impulses.

HKG9 vs 6 at +3 [12:4 = -]

[2] Getting by that first artillery attack is a good start to the turn. Maybe this is my turn to be lucky, even if that only means that his artillery will have no effect. I have a choice between three moves for my first impulse. The two obvious ones are to either call in my artillery on Area 19 or move a unit into Area 11. The artillery attack is a big +4 and with any kind of decent result he will either have to give up the Tactical Advantage right away or retreat most of his force and end his effort in the west for the turn. Moving a unit into Area 11 is an attempt to prevent his HQ there from calling in any more artillery on Area 6. However, I am leery of this now because it might get costly if he retreats/kills the unit easily and I have to keep sending in substitutes. The third possibility is to call my artillery in on Area 11 in an attempt to weaken his force there and then move a blocking unit in next impulse, having given it a better chance to survive. Tough choice. Decide to call in the artillery on Area 19.

Attempt to call in 1 LR RA fails on a roll of '6'.

2—Actually, Alan only has two choices here. Without an eligible HQ unit in an adjacent area, there is no way he can call in artillery on area 11.



*This leaves the only logical choice to be the artillery attack on area 19—which Alan rightly makes anyway. All this is rather meaningless with another artillery attempt die roll of 6. This game could certainly have a different complexion right now if the British could get in an artillery attack or two. By the way, if you haven't worked it out yourself, the odds of rolling a 5 or 6 three turns in a row is less than 4%!*

[3] The chits have been kind to me. Although my +3 attack didn't score, it did burn his 12 chit while getting rid of a 4 for me. More importantly, he has failed to get his artillery again—thus losing the chance for a +4 attack on area 19 which would have broken my kill group there. I deeply regret my folly in not passing at the end of turn 2. Trying to force the issue in the west not only cost me 6 units needlessly (including four very valuable armor units), it robbed me of position as well. Those four missing units included an artillery spotter—which when coupled with the kill group in 19 might have caused all kinds of mischief on his western perimeter. My brief moment of impatience has cost me dearly and I have blown a hard-won advantage.

HKG8 vs 6 at +2 [5:6 = 3] [K 3-6-5]

[4] Incredible. I have lost three big attacks by not being able to call in my artillery for the first three turns. Forget about being lucky this turn. I'm going to pass up the chance to occupy Area 11. He's already fired two of his artillery at Area 6 so letting him fire the third is no big deal. Nothing to do but wait at this point.

PASS

[5] One more try to pry something loose with my artillery before committing any troops.

10R8 vs 6 at +2 [11:7 = -]

[6] He missed two out of three and he's out of artillery. Let's see what he's gonna do now.

PASS

[7] What a disappointment. My massed artillery fails to clear the way. This is my last big attack. If I can gain a +3 on the chit draw I can still force him to weaken his defense before I have to move. If it fails, I have no advantage at all. I might consider use of my TA if I get a negative result.

6-3-10, 1/1 Plt, two 3-5-5s [19] vs 3 at +4 [7:9 = 6] [K two 4-7-5s]

[8] He goes back to the fire group strategy. When he declared his intention, I was glad he was committing everything, giving me options with my units in Areas 3 and 18; but I couldn't help but think he should never have had the fire group in the first place had I gotten my artillery. The result erased any joy and compounded the regret. No reason not to fire at Area 19 from Area 18, so I will. My units can't be fired at and the area can't be assaulted.

3-7-5 [18] vs 19 at 0 [10:8 = 2] [R two 3-5-5s to 1]

[9] One short. I think I must settle for taking area 7 this turn, trying to gain favorable attrition, and gaining position for turn 4. If I can dislodge the 4-7-5 in 7 he will expose many units to fire should he attempt to block 7 again. I chose a +2 attack so as not to expose my engineer—the training units taking any casualties that his return fire generates.

5-7-6, 3/7 Plt [7] vs 7 at +2 [3:5 = 4] [K 4-7-5]

[10] Killing my unit in Area 7 was worth the four units it took to do it. It frees all his units in Areas 8 and 9 to move up or assault Area 6. If he hadn't eliminated him the first time, he might have had to waste quite a few other units (in Areas 8 and 11) to get him out. Uncommitted blocking units are tough. And I can't afford to replace him. A committed unit is a much easier target.

3-7-5 [18] vs 19 at 0 [8:2 = 6] [K two 3-5-5s, R 3-5-5 to 1]

10—Actually, Don could have left the last 3-5-5 in area 19 and followed up in his next impulse by moving the 1/2 Platoon into 19. This is a better defense and deterrent to a British sortie and Close Combat. In addition, it has the potential for a fire group attack in turn #4.

[11] Ouch! I am tempted to use the TA to save the two units, but I want to control it next turn when I make my next attack with a kill group. There is no sense in leaving the last 3-5-5 in 19 to be blown away by free shots so I'll retreat it as well. The 1/2 Plt in 1 will have to stay uncommitted to guard against a British foray into 19 to trap my 6-3-10. He's not taking the bait in area 7 either so I'm not going to get any easy kills. I'm going to shift my center of attack and try to establish a kill group in 15 where he has less that is free to attack it.

3/8 & 3/9 Plts [8] 15

[12] Success in the west. I don't get a shot with my other unit in Area 18 though. If I can get my artillery next turn I'll have a great shot at his armor in Area 19. I cannot understand why he retreated the extra unit since he'll probably move the platoon from Area 1 to 19. If he doesn't make this move, later in the turn I may consider moving units in to attack the armor in close combat. He is trying to establish another fire group in Area 15. He knows I can't shift units from Area 6 north because of his blocking unit in Area 16. I will have a lot of shots at Area 15 later in the turn but have to wait so he cannot fire at my units with his units in Area 15 as they are committed one at a time.

PASS

[13] May as well take my last kill roll. If it scores he'll have little to return fire with to disturb my fire base in 15 for next turn so long as I remain uncommitted in 11 and 16 to fire on anything he commits in 16.

6-2-8, 2/6 Plt, 2-6-4 [15] vs 24 at +3 [3:5 = 5] [K 2-8-5; R 3-7-5, 4-7-5 to 17]

[14] All of a sudden the action shifts from Areas 6, 11 and 16 to Area 24. He didn't wait for committed targets and it didn't matter much as the attack is painfully successful. I am free to fire my units in Area 16 and my unit in Area 24, but Area 24 is open to attack, so I will reinforce first with units from Area 5. If I wait and he assaults Area 24, these units wouldn't be able to get there. This may discourage him from assaulting since he can only get three armor plus a HVY WP in. Will move the HQ from Area 18 to Area 24 if he does not assault to allow my artillery to be called in on Area 15 next turn. This may force him to assault Area 24 with the armor.

Two 4-7-5s [5] 24

14—Whoops! I'm sure Alan does not see it, but by not leaving at least one unit in area 5, he is allowing area 6 to be surrounded by a German move from area 16 to 5! And this is not considering the two VPs area 5 would be worth if the Germans could hold it clear. This is a major error that could very well mean the end for the British. Very unlike Alan to overlook the total consequences of any move. This is especially true given Alan's mistaken concern of German "forward" retreats.

[15] I'm rapidly getting to the point where I can pass. I'll form another kill group in 29 in an attempt to kill another unit. I don't mind retreating the entire group to D when he returns fire because I can use the extra DRM on the Random Events Table to bring in more troops.

5-7-6, AR/2 Plt, 2-7-6 [29] vs 22 at +2 [7:3 = -]

15—It's hard to believe that Don hasn't seen Alan's error in leaving area 5 vacant! It will be interesting to see which one of our players discovers it first, and how long it will take them.

[16] Don fires his other group in the west and now I am completely free on that side of the board.

2-8-4 [18] 24

16—With Alan moving the HQ unit capable of artillery spotting into area 24, we are going to be witness to an old-fashioned "gunfight" between areas 24 and 15. The player who fires first will probably win here. It should be interesting if Don will hold back use of the TA to guarantee first fire next game turn.

[17] He moves his last artillery spotter to 24—no doubt worried about my fire base in 15 and looking to take a chunk out of it in turn 4. I'll have to remember to fire it during the first impulse next turn. Such a move won't weaken my force any more than if it were uncommitted because the 6-2-8 defends with 2 in any case. I cannot use the TA this turn because I must move first next turn. The 1/2 Plt can now move into 19 as he no longer has anyone which can fire on it without exposing itself to a +2 attack to my Arnhem Garrison artillery.

1/2 Plt [1] 19

[18] He moves the platoon from Area 1 to Area 19 and probably sees the error of his ways when he retreated the extra unit out before. I can now go to work on Area 29.

5-8-5 [22] vs 29 at +1 [6:8 = -]

[19] Although they have little chance of remaining I must move into 7 with a show of force before passing.

LR/4 Plt, two 4-6-6s [9] 7

[20] He begins setting up a fire group in Area 7.

5-8-5 [22] vs 29 at +1 [6:7 = -]

[21] Of course, I will stay in 29 if he continues to miss. In fact, it is now worth reinforcing 29 with the 1st Co HQ which will not lower the area's defense but will give me an extra unit to retreat should his last shot from 22 score.

2-6-5 [28] 19

[22] This is enough to make my hair fall out. Not only am I missing my shots, but the chits are coming out perfectly for him again. Oh my gosh. I just saw something. He must have missed this one too. If he moves a unit from Area 16 to Area 5, he would surround all my units in Area 6. I would have to try to dislodge the unit and would have to commit units firing at it that he could in turn fire at. He could also retreat units in Area 5 to Area 4. Cannot believe we've both missed this. Good thing he didn't pick up my thoughts during his impulse. Better fill this hole immediately.

3-6-3 [17] 5

22—It is about time. Alan was very fortunate indeed that he discovered his error before Don. It was unlike both players of such experience to let so many impulses pass without seeing the opening.

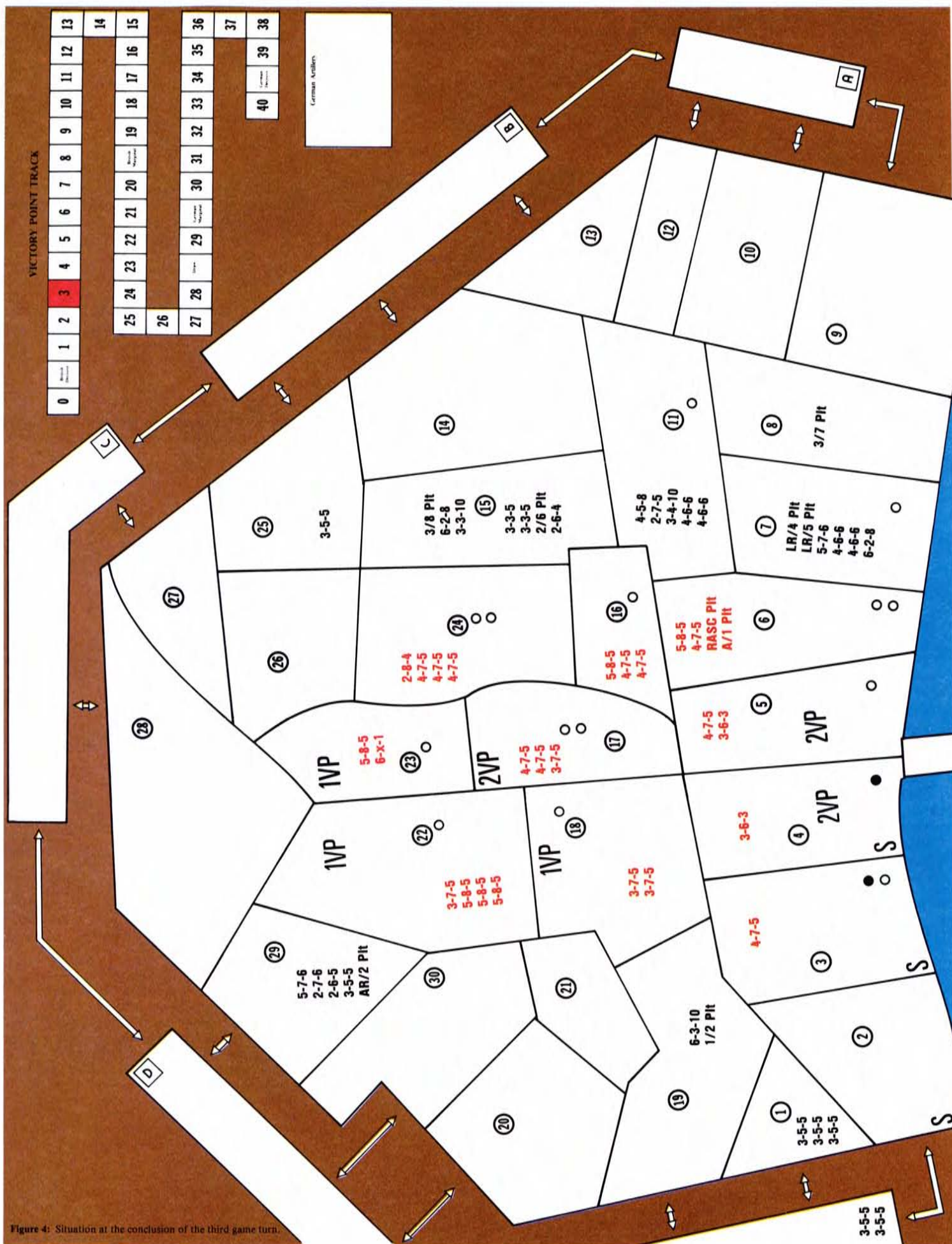
[23] Ouch! What a chance I missed! A move into 5 from 16 would have surrounded area 6, and forced him to commit units to dislodge it. Now I must pass and wait for him to take the first shots at 7 and 15.

PASS

[24] He is safe passing, knowing I have lots of shots to take.

3-7-5 [22] vs 29 at -1 [7:10 = -]







[25] His miss gives me the luxury of another Pass.  
PASS

[26] Three for three, misses that is, against Area 29. Frustrating. Time to shift to the east where I have lots of shots.

4-7-5 [6] vs 7 at +1 [6;5 = 2] [R two 3-5-5s to 8]

[27] Firing my last uncommitted unit in 7 does nothing to hurt my defense (unless he decides to move into 7 to deny me the area) and gives me a chance for a kill.

4-6-6 [7] vs 6 at -1 [4;6 = 1] [R 4-7-5 to 5]

[28] Normally, I don't think he would have fired at my unit in Area 6 with his last unit in Area 7, but maybe for the first time in his life, Don Greenwood is feeling lucky. I can't blame him. He's on a roll.

4-7-5 [6] vs 7 at +1 [9;12 = -]

[29] He still has seven even or better attacks left. My chances of staying in 7 seem slim. I'll move one unit in as casualty fodder. I am hoping to delay the commitment of my remaining armor as long as possible.

2-6-5 [8] 7

[30] His move was probably just to use up the impulse. Need some good shots before he brings in more units.

4-7-5 [6] vs 7 at +1 [7;7 = 1] [R 3-5-5 to 8]

[31] I can't get over the number of passes I am taking in this game; it's almost a complete role reversal from normal games.

PASS

[32] All my last attack did was improve his DV from 2 to 3.

4-7-5 [6] vs 7 at 0 [4;4 = -]

[33] I should have been more patient in moving into 19 with 1/2. If I had tried my Arnhem artillery first and scored with a -1 attack he would have had to draw units from the big battles in the east.

PASS

*33—Actually, I feel the Arnhem artillery does more to intimidate than anything else. By not using it, Don prevents the 4-7-5 in area 3 from firing. For if the unit does fire, the artillery can respond with a +2 attack advantage. Firing the artillery at the unit before it is committed has a poor chance of success and, more importantly, allows the 4-7-5 the freedom of firing without threat of retaliation.*

[34] I'm thoroughly disgusted. Four attacks have produced three retreated units. My last shot coming up.

4-7-5 [6] vs 7 at 0 [12;9 = 3] [K 2-6-5]

[35] Now that he has only one attack unit over my defense value of 4, I'm willing to take the kill rather than retreat.

Two 4-6-6s [9] 7

[36] Now he moves more units into Area 7. Time to miss some shots at Area 15.

4-7-5 [24] vs 15 at +1 [5;11 = -]

[37] Still nothing for me to do until he commits his units in 16. If I fire my units in 11, he could move into 11 from 6 to block my artillery.

PASS

[38] It is very unusual for the German player to pass this much, but this has been a very unusual game.

5-8-5 [16] vs 15 at +2 [2;8 = -]

[39] As much as I'd like to take a chance at a kill, I may be better off in the long run waiting for more

units to be committed so that if I score multiple casualty points he'll retreat several units. Besides, the next time he fires his defense will go down.

PASS

[40] I can't believe he's not going to fire at my committed units in Area 16. Now is the perfect time, with a committed unit to shoot at; the best chance of killing units.

4-7-5 [16] vs 15 at +1 [9;7 = 3] [K 3-5-5]

[41] If I can gut it out through one more attack, maybe I can begin trading shots with him.

3-5-5 [28] 29

[42] Even when I do get some casualty points, it is nice and neat. Two casualty points are better than three, since he then has to retreat two units or kill one for less than it is worth. Three makes life too easy for him. He makes another delaying move while I keep shooting. I cannot believe he isn't going to fire at Area 16. After I fire this time, I'll have three committed units which should be able to absorb any casualty points. Maybe he feels that the more committed units I have the more I have to lose.

4-7-5 [16] vs 15 at +1 [4;4 = 1] [R 3-5-5 to 25]

[43] I'm willing to move into 16 in force—knowing full well I can't stay—but it will draw fire and I'll be able to retreat into useful areas for turn 4. If he should miss I'll be able to fire my uncommitted units in 16 without exposing them to 2-casualty-point-kills one at a time.

LR/6 Plt [12] 16

[44] He moves in reinforcements to Area 16 now that I've fired a lot of my units there. I will alter my fire to attack these committed units.

4-7-5 [17] vs 16 at 0 [6;12 = -]

[45] Now to see if I can't knock someone out of 16—not that I have any delusions about staying there myself.

4-6-6 [16] vs 16 at 0 [5;5 = -]

[46] He begins to fire back in Area 16. Need to kill or retreat some more of his units to give me the edge in close combat. Each unit I fire improves the chances of survival of my committed units.

4-7-5 [16] vs 16 at +1 [11;7 = 5] [K 4-6-6, R two 4-6-6s to 11]

[47] Darn! Five casualties there isn't cheap! If he had scored four I'd have retreated altogether and abandoned the area. Now, I might as well return fire and if I get lucky I can reinforce the area with my engineer, but that's a long shot.

4-6-6 [16] vs 16 at 0 [3;9 = 6] [K two 4-7-5s]

[48] My last fire was good. Unfortunately, his was better. Hope I can keep the ball rolling. At least I've managed to clear out Area 16.

4-7-5 [16] vs 16 at +1 [9;5 = 5] [K two 4-6-6s]

[49] So much for my plans to retreat. At least I took down two British units with me—a fair exchange.

6-2-8 [8] 7

[50] I can't complain about the results in Area 16. I actually had two good shots in a row. Meanwhile, he establishes another fire group in Area 7.

4-7-5 [16] vs 15 at +1 [7;9 = -]

[51] My fire base in 15 is now secure. I'll build it up with the armored car. I still can't afford to fire area 11 as long as he is free to move into the area with a blocking unit. I'd accept a double pass move now quite willingly.

3-3-10 [8] 15

[52] He builds up Area 15 a little more now that I cannot fire at it. I will move my Anti-Tank Gun to Area 22 while I have the chance. I hope this will tempt him to move his armor into Area 23. I also need to do something just to fill this impulse, waiting for him to make his last few moves. I want to fire the 1 Bde and RASC platoon in Area 6 at either Area 7 or Area 11 but must wait till his units in Area 11 do something first. If he decides to move these units into Area 16, I want to have at least one shot at them.

6x1 [23] 22

[53] Predictable. He doesn't want to commit himself in 6 any more than I do. In the meantime I can save a unit from death in Close Combat, and burn an impulse at the same time.

3-5-5 [16] 15

[54] He retreats out of Area 16, conceding it for this turn. A minor surprise. Will delay again by moving a unit from Area 22 south. This should tempt him a little more to move his armor to Area 23 where I would have one shot and then at worst a two on two close combat situation.

5-8-5 [23] 22

[55] He's still playing for time. I'm willing to pass to prevent his getting four free shots out of 6.

PASS

[56] He doesn't go for it. I don't have any more delaying moves. Time for a decision. I will fire at his uncommitted units in Area 11 and try for kills. I'm giving up a +5 versus the committed units but the uncommitted units are choicer targets and with a lot of luck he'll have to either eliminate a HVY WP or his best artillery HQ.

5-8-5 and RASC Plt [6] vs 11 at +3 [8;6 = 5] [K 3-5-5 & 5-7-5]

[57] Surprise! I had not seen how vulnerable I was to such an attack. His big gamble pays off. I could have taken four casualty points, but not five. What a choice! Retreat my artillery out of range or lose an engineer. Tough price to pay for taking the last shot.

4-5-8, 3-4-10, 2-7-5 [11] vs 16 at +1 [7;9 = 3] [K 4-7-5]

[58] Something works. He was forced to make the exact decision I wanted him to and he decided to lose the HVY WP. I would have had the same number of kills had I shot at the committed units. A pat on the back for me.

PASS

[59] No use taking a -1 artillery shot which will free him for a +1 infantry shot on 19. Pass and end the impulse. Attrition is exactly even at 22 units apiece, but my position is good. I need reinforcements from the Random Events Table.

PASS

*With the losses that the British are taking, it is hard to find error in any of Alan's play this turn, or even in the game to this point. Don can hardly be faulted for his play this turn, taking full advantage of the situations by forming no less than three large fire groups for the coming game turn. In addition, he has positioned his spotting HQs in locations from where they can do the most damage. As Alan states, Don is in an excellent position for turn 4. Taking advantage of the favorable chit draw to the fullest, Don has been able to gain this fine position as the even attrition rate takes its toll on Alan's resources. The only outright error made by either player this turn was inexplicably overlooked by both players and corrected before it had any real effect on the game. This was, of course, the British move on impulse 14 which left area 5 vacant, allowing a possible German move from area 16 to 5.*



Turning to the luck element this turn, I'm sure Alan doesn't need to hear any statistics to know that Don had a successful game turn once again. Well, here they are anyway. Don jumped to a "success percentage" of 64% this turn, something he can hardly complain about. His "casualty ratio" was only average at near 1.47. Alan's "success percentage" hit 42% while inflicting casualties a little better than Don with 2.06. More important than the numbers here are the actual losses both players have seen. An even attrition of 22 units at the end of the third turn is a sign of things to come in later game turns. For successful British play, the German losses should be about 50% higher at this point in the game; the British are going to have difficulty holding out for eight game turns as it now stands. The next few turns will have to feature a decided swing in luck towards the British for Alan to dare hope. This is especially noticeable if one studies the German positions on the map. With an opponent such as Don, one cannot expect to see many mistakes; so, I'm afraid luck is all Alan can realistically hope for.

[The *STORM OVER ARNHEM* Series Replay will be concluded in the next issue of the *GENERAL*.]



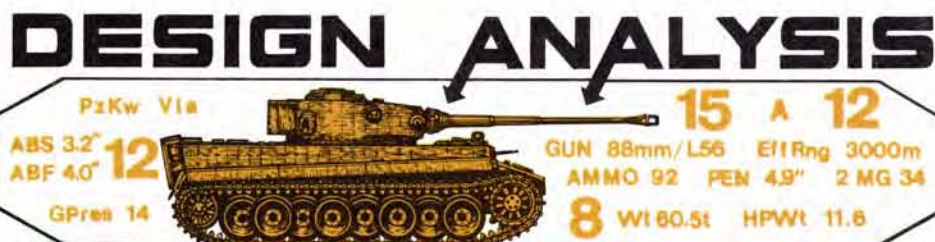
## SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed 121

Total Responses: 645

Rank: Title	Pub	Rank		Times	Freq. Ratio
		Last Time	On List		
1. Third Reich	AH	3	8	13.9	
2. Squad Leader	AH	1	8	9.6	
3. TRC	AH	2	8	3.9	
4. COD	AH	6	8	3.7	
5. Cross of Iron	AH	5	8	3.6	
6. D&D	TSR	4	8	3.1	
7. VITP	AH	9	8	2.7	
8. War & Peace	AH	13	3	2.6	
9. SOA	AH	—	1	2.4	
10. Bulge	AH	7	3	2.4	
11. Guns of August	AH	10	5	2.4	
12. Midway	AH	20	2	2.1	
13. Panzer Leader	AH	19	3	2.0	
14. War At Sea	AH	14	8	1.7	
15. Afrika Korps	AH	17	8	1.4	
16. Fortress Europa	AH	15	8	1.4	
17. PanzerBlitz	AH	—	1	1.4	
18. WS&IM	AH	11	8	1.3	
19. Magic Realm	AH	16	2	1.2	
20. Flat Top	AH	8	2	1.0	

A trend seems to be developing, if this survey is any indication. Once again, Avalon Hill's newest release featured in this issue, *STORM OVER ARNHEM*, makes its debut among the top ten games being played by the readership of the *GENERAL*. It would seem that players are anticipating the fine articles presented on the latest releases and want to be well versed in the intricacies of the game to better appreciate the authors' efforts (or criticize them with flair, as the case may be). Among the other listings, few surprises. *SQUAD LEADER*, *THIRD REICH* and *RUSSIAN CAMPAIGN* continue to dominate the players' preferences; only the degree to which they do so seems to be on the increase. *PANZERBLITZ* returns to the ranks of the top twenty after a brief hiatus. *GLADIATOR* and *KINGMAKER* were dropped from the list after a steady decline.



## DESIGNER'S NOTES STORM OVER ARNHEM

By Courtney Allen

While assembling the final rule booklet for *STORM OVER ARNHEM*, portions of the "Designer's Notes" had to be omitted because of space limitations. I would therefore like to take the additional space allocated to me here, to finish those notes and expound in detail on some of the more important, if not more interesting, rule sections of *SOA*.

Basically, *SOA* presents in a game format a very unique style of 20th century combat: "street fighting". Few games have dealt with the subject and none in the highly playable form presented by *SOA*. With the isolated nature of the small number of combat troops involved (roughly three battalions), the plight of Frost's men seemed ideal for simulating street fighting at a scale that would do it justice and yet maintain a high degree of playability, thus attracting the casual gamer.

Some players familiar with the battle may wonder why the game does not start earlier and include the much publicized German assault across the famous bridge. Contrary to the players in the game, the Germans did not realize until much later the full strength of the British bridgehead. Add to this the extremely exposed nature of any forces attacking across the bridge and one can easily see why the attack had virtually no chance of success. The recreation of such a hopeless task added little insight to the portrayal of the situation at the bridge. More importantly, it would have added to the overall playing time, so the decision was made to drop this portion of the battle from the basic game. For players interested in simulating this highly glamorized portion of the battle, a special variant version entitled "The Crossing" is included elsewhere in this issue.

Contrary to what I feel to be the case with many wargames, *SOA* was designed primarily to be played and enjoyed. I was not concerned with trying to impress players with my knowledge of the battle but rather with the simplest method of presenting significant elements of the siege. I have always opted for the simpler—but not simplistic—approach to a design problem. Many times this took several rewrites and long hours of playtesting. As an example, let's look back at what did and what did not see print in the final version of *SOA*.

In its original format the mapboard, which is undoubtedly one of the most detailed and accurate ever printed, had over ten-times its current number of "areas". Each block, which in the published form is roughly one area, was divided into several additional areas. Each of these areas contained, at most, one or two buildings! Streets were likewise divided into several small areas. This was discovered to be the wrong direction and quickly changed for one all-encompassing reason. At this level of detail, players would have been forced into concentrating on the wrong (to my way of thinking) concerns in the game. With *SOA*, I was not interested in showing how best to successfully traverse a street with a squad of men. You, as the player, are not a squad leader, nor even a company commander; rather, you are placed in a position of responsibility for the total defense or destruction of

the bridgehead perimeter. To have the players spending a large portion of their time with tactical trivia would be mis-emphasizing the basic intent. The British player should be making decisions on which blocks to defend and the forces to commit, not on which buildings to occupy and which floors to place firegroups on. It is the designer's major role and responsibility to clearly show the players, through the game system, the elements he understands to be the most important to the situation being depicted (i.e.: what the players should be getting out of the game, besides pure entertainment). And what better way to do this than by concentrating each player's time in those areas the designer feels are most relevant. In simpler terms, if a player must spend 60% of his playing time calculating supply conditions, then that should be the major intent of the game: to show the importance of supply on the situation. If not, supply should be simplified to a point where it no longer dominates the play.

Another item that was eliminated, though much later in the design, was the effect of terrain on combat calculation. Originally, I had modifiers printed on the mapboard in each area based on the predominate terrain feature. Not much problem there; but when I got to the final mapboard prototype, I found that 90% of the areas had the same dominant terrain: buildings. By making all the terrain effects identical and incorporating them into each unit's defense factor, I was able to eliminate one more DRM, which affected the overall game in only a very minor way.

This leads me into an area wherein I think some players may have a misconception. It has to do with the calculation of the defense value (DV) for an area under fire attack. It would seem that some players feel that by using the defense factor (DF) of the weakest unit in an area, it somehow weakens any stronger units also occupying the area. [See, for example, the Arnhem Series Replay in this issue.] I hope to show that this is not the case. As an example, let's compare two different areas, one occupied by a single 4-6-6 and one occupied by a 4-6-6 and a 3-5-5. Many players contend that the second area suffers due to the presence of the weaker 3-5-5, since it must be used to calculate the DV of the area rather than the 4-6-6. It would seem, at face value, that the 3-5-5 has indeed weakened the area. But, taking it one step further, assume an attack of 6 on each area. The net casualty result in the first area is zero, no effect. In the second area, a net casualty result of one would here require the retreat of the 3-5-5. But there has been no overall reduction in the defense of either of the two areas; each still has a 4-6-6 in occupation. If we next assume an attack of 7, the 4-6-6 would have to retreat from the first area. But in the second, the defending player has an option; he can either retreat both units to satisfy the two casualty points or eliminate the 3-5-5 and leave the 4-6-6 unaffected. With an attack of 8, the 4-6-6 in the first area must be eliminated to satisfy the two casualty points demanded while, yet again, in the second area only the 3-5-5 need be eliminated and the 4-6-6 still con-



trols the area. An attack of 9 would obviously still eliminate the 4-6-6 in the first area; but the 4-6-6 in the second would have to retreat after the elimination, once again, of the 3-5-5. I think it is quite clear that the advantage gained by the inclusion of weaker units in an area is the increase in potential casualty point absorption, easily offsetting the reduction in DV.

Although mentioned only in passing in the original "Designer's Notes", I think the basis for the Movement Factors deserves further discussion here, if for no other reason than to answer questions regarding the slight but quite important differences in the values among units. Street fighting was a slow and deliberate process which the MFs and movement costs indicate. Movement from house-to-house was best done by "mouseholing". This involved breaching walls to allow unobserved movement between adjacent buildings. Movement along open streets could only be done safely in areas away from the fighting or under cover of darkness. German training units and the British paratroopers both have lower MFs due to a combination of their street fighting inexperience, lack of direct armor support, and the difficulties the British incurred in moving within their perimeter once German snipers had infiltrated the area. A vehicle's cross-country speed and whether it was fully-tracked or not were major considerations in resolving vehicular MFs. Equally important, however, were the conditions in which the vehicle had to operate. The narrow streets were soon clogged with hastily erected barricades and rubble from shelled buildings. Such obstacles often had to be negotiated in a "buttoned up" mode. It must also be remembered that city combat is primarily an infantry battle. Without infantry support, armor fought at an extreme disadvantage and was under constant threat of ambush. For this reason, armor generally moves at a rate which allows accompanying infantry to keep pace.

Earlier I made reference to the fact that fighting at the bridge was, for the most part, isolated from the remainder of the battle. Even so, I did not want the movement around the immediate bridge area to be totally restricted by the physical edges of the playing area as is the case in so many games. The easiest manner to resolve this was with the use of perimeter zones. These zones abstractly represent the area surrounding the site of the actual battle. With their inclusion, neither player is totally restricted by moving only within the 30 numbered playing areas and artificial blocking tactics are rendered less effective.

The artillery rules require little explanation with the possible exception of the special uses and restrictions of the Arnhem garrison unit and the British access die roll. The garrison unit represents a battery of direct fire guns across the river. Because of their direct LOS and their lack of indirect fire capabilities, these are restricted to the indicated areas but need no on-board HQ unit to spot targets. The British access die roll stems from the radio problems the British encountered throughout the battle as well as conflicting support requests to the same battery, which was engaged elsewhere and needed to husband its dwindling ammunition stocks.

A short note or two in closing regarding the Victory Point levels seems justified. In general, the German player must do better than his real life counterpart to obtain a victory. A strictly historical result will yield a Marginal British Victory. Although the British failed to hold a bridge across the Neder Rijn, they did manage to slow the German reinforcements moving toward Nijmegen and prevented a successful counterattack in that area. The German player is therefore rightfully stuck with the burden of attack. Partly due to this and partly due to the many subtleties of the game system, the German side is the most difficult to master after the initial lessons of proper perimeter

defense have been learned. Even so, both players will pay dearly for faulty tactics. Don't be discouraged if your early encounters are one-sided; when played by two experienced players using the proper strategies, the game will yield a very tightly balanced contest to the very end. During our pre-publication testing in which twenty copies were distributed to various groups around the country, we were somewhat alarmed at the large number of opinions being submitted to the effect that the game was hopelessly unbalanced. Our concern soon diminished as we noticed that these complaints were divided evenly between those claiming that the British couldn't win and those who held the exact opposite view. Sure enough, as the testing continued and the players gained experience with the game system and discovered the proper tactics inherent in that system, the reports started to meet in the middle with hotly contested Marginal Victories for either side being commonplace. I feel that you too will soon experience such.



#### AH PHILOSOPHY . . . Continued from Page 2

Mark Herman, Director of Victory Games, worked most recently as Simulations Publications' Vice President for Strategic Studies, in which situation he was responsible for the procurement and fulfillment of simulation-related contracts with the US government and other major consulting corporations. In his seven years with Simulation Publications and the BDM Corporation, Mark has designed and developed more than a dozen SPI games. In addition, Mark's design of the Strategic Analysis Simulation is currently enjoying great success as a learning module for officers of the National Defense University.

John H. Butterfield, a graduate of Parsons School of Design, brings numerous talents to Victory Games. A talented illustrator, his art has appeared on the covers of various adventure games and magazines. As a senior member of the product development staff at Simulations Publications, John is credited with the design and development of a great variety of games of diverse subject matter.

Drawing on the hotbed of wargaming activity to be found in the great state of Texas, Victory Games has also secured the services of designer-developer Eric Lee Smith. A graduate of Pratt Institute, and a promising young photographer, Smith's work at Simulations Publications utilized his talents as a developer and rules writer.

Long-time gamer and role-playing expert Gerry Klug rounds out the Victory Games design staff. Gerry's work on Simulations Publications' fantasy work led to the release of a much-improved second edition of that product, and his management and rules-writing skills have been the primary factors in the critical success of follow-on products in that role-playing system.

Bob Ryer, for five years the managing editor of magazines and games at Simulations Publications, will continue in that role with Victory Games. His experience in editing some 75 magazine issues and over 150 games—in addition to innumerable advertising and promotional pieces, books, and sundries—will be applied to the challenge of developing new formats and more expressive rules for the new firm. Freed from the burden of Simulations Publications cluttered publication schedule, Bob plans to continue his pursuit of the perfect game rules, custom designing formats for each game according to its requirements.

Charged with the heady task of instituting and maintaining a graphic design and art production department, art director Ted Keller brings to Victory Games some three years of experience as assistant art director at Simulations Publications. During his

tenure at that firm, Keller—a veteran of the US Army graphics division—handled the assembly of scores of game maps, playing pieces, advertisements, rules, and magazines. His knowledge and experience in the field is vast, and his participation in the Victory Games design scheme guarantees a standard of quality that is unlikely to be surpassed in the industry.

The former Vice President of Marketing at Simulations Publications, Jerry Glichenhouse, is charged with the promotion and marketing of Victory Games products. Working closely with the design staff and art personnel, Jerry has already begun to devise schedules, providing his invaluable advice for the design of particular titles. It has been largely Jerry's perception of the gaming public's needs that has directed Victory Games on its early and avowed course of providing hard-core wargames, in addition to innovative science fiction, fantasy, and role-playing products.

Trish Butterfield, wife of designer John, is also an alumna of Simulations Publications. Her decided talents for virtually every type of business office function—from handling personnel problems to dissuading enraged designers from rash acts over fluky LOS rules—have long since proven her worth. At Victory Games, Trish will handle God knows how many tasks, in addition to her fulltime work with Jerry Glichenhouse in marketing.

While a brisk pace of new product publication is central to the Victory Game plan, the group's insistence on thoroughly researched, exhaustively tested work is paramount. A key phrase that has emerged from early design conferences has been that "the games will dictate the schedule." Victory Games places enormous trust in its own ability to fulfill this precept, without retarding the flow of new releases.

In order to retain its integrity as a group devoted solely to game creation, Victory Games will publish no periodical. For the foreseeable future, the compact staff will refrain from expanding—either in number or in functions—until the Victory Game line has established itself, both critically and popularly.

In its first public appearance, the staff of Victory Games will attend the 1982 Origins, at which time all the company's personnel will be available for questions and discussion. Also planned for the convention is an on-going demonstration of one of the company's first planned releases—*Gulf Strike*.



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# THE LONGEST DAY

## AN OVERVIEW

By Jim Burnett



... A BIG, BIG game about a big, big battle! Available from Avalon Hill for just \$65.00 (AH ad copy).

In times of inflation and penny-pinching personal finances, everyone seems to be intent on getting the most value for a dollar. Why should I cough up \$65 for a game? After all, didn't I get *TACTICS II* a few years ago for less than the 10% postage charge will be? I can get a good steak for four dollars a pound and a fairly good car for less than that. Why should I pay eight dollars per pound for *THE LONGEST DAY*?

If you wish to look at mere components *THE LONGEST DAY* delivers over 2500 counters, seven mapboards, three large and one small set-up charts, four CRT/TEC/etc. charts, a 48-page rule book, and a six-sided random number generator. All this does, however, is create a big heap of cardboard and paper.

The myriad of counters provides the most novel portion of the hardware. The familiar counter symbology from the days of the classics is gone. In its place is a close derivation of the actual German WWII system. The new symbols sharply delineate unit function designations. (Refer to Figures 1 and 2 for an example.) There are over 60 individual types of combat units; most of these are either battalion or battery size within three main movement classifications of non-motorized, motorized, and tracked and are further divided into three functional classes of infantry, artillery, and armor. Headquarters units are typically division or corps level with a few brigade/regimental HQs thrown in. These counters are round—as are the supply unit counters—for easy distinction from the other types during play. There are five different types of fortification counters available to the German and eight types of air and naval

units for the Allies. A dozen functional counters are included to keep the game flowing smoothly. When you consider that almost all of the counters are also back printed, there are over 4500 separate counter faces in over 100 different types and categories—no small amount.

The counters are also functionally arranged so that their information content reflects the practical need for such information. The numerical data for attack, defense, and movement factors, stacking factor, and range for indirect weapons is presented in larger type than that presented for historical information. It may take a small amount of time to become used to a new system, but it's well worth the effort.

The mounted mapboards cover the entire Normandy campaign area from Cherbourg to Cabourg, Avranches to Argentan at a scale of two km/hex. A total grid of about 90 by 75 hexes (ap-



proximately 115 by 95 miles) gives some idea of the immensity of the campaign. The terrain represented includes clear ground, bocage, hill, forest, swamp, flooded, and river with the appropriate movement and combat effects for each. Movement is affected by the terrain and the road and rail net which covers the board. Roads come in three types and the rivers are bridged.

Other miscellaneous "goodies" on the map are beachhead and port designators and the symbol for each unit that begins the Normandy Scenario and the Campaign Game on the board. The Cherbourg area units are shown on the appropriate set-up chart. These counter pictures are quite unobtrusive—so much so that at times one must search a bit for a particular location. A minor correction is that the names of MKB Nich and Pair are swapped. In addition to all the other terrain presented, there are over 2000 individual named cities, towns, and villages. While the names are not generally applicable to play, the amount of research in the game is reflected by this fine touch.

One area in which *THE LONGEST DAY* really impresses the buyer is in the charts. There are a total of ten front and back sections of 14" x 11" heavy stock with a true wealth of information. One side of each of the three-section charts is totally devoted to one of the first three scenarios. These are complete with units, strengths, reinforcements, and a full scale map of starting positions. Scenario Four is on a single-sized card (front and back) which is also used to set up the Cherbourg area for the Campaign Game. The reverse side of the three cards contains information and off-board movement tracks necessary to play the Campaign Game. One card contains the time track, weather cycles, port logistics, naval gunfire and bombardment tables, Allied aircraft deployment and utilization, railroad interdiction and status, and the Allied invasion units and their destinations. The other two cards are each devoted to Allied and German unit entry, strategic disposition, replacements, and supply entry. Since each counter is pictured in its individual location, the use of the four cards and the mapboard counter start locations would allow the buyer to quickly determine if any counter was lost, and to replace

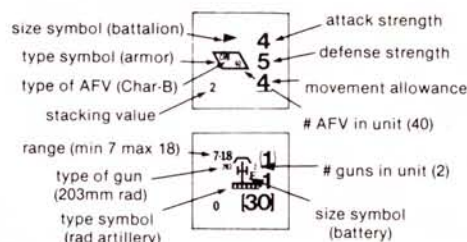


Figure 1.

it—quite a feat considering the number of counters available.

The four smaller (9 x 12) cards included provide each player with a copy of the Terrain Effects Chart, Fortifications Chart, Combat Results Table, Combined Arms Modifier Chart, Remnant Exchange Chart, DD Calamity Table, and Debarkation Capacities Chart plus a summary of all possible Air Operations and a Standard Sequence of Play. As these charts are strictly for information, they will contain no counters during play.

Last, but certainly not least, is the rule book. Perhaps the major fear engendered so far is that the player will be inundated with the detail of information contained in the game. Not so! This game is definitely a "friendly monster" and its information is not for the purpose of burying the player, but to allow him to use it to actually simplify play. To wit, the rule book only contains eight pages of basic and scenario rules, four pages of Campaign Game rules, and five of optional rules and variants. Two pages are devoted to the scenario setup and another six are detailed information and examples. At this point, the wise reader has added in one page for the front picture and wants to know why we are up to only a 26-page count. The remaining sections of the rulebook serve to give the thoughtful player insights into the research, design, development, and playtest of the game—with two pages of Player's Notes from playtesters, eight pages of Designer's Commentary and Notes covering the entire scope of the game with unit and equipment charts interspersed for some German divisions, a five-page index to the rules, five (!) pages of annotated

bibliography used in the design, and two pages of Game Design Annotation which cross-references the rules and comments to the appropriate bibliographical reference. Thus, if a small annotation number is spotted in the rules or comments, a quick look will provide the designer's rationale and/or the reference(s) used. In a time of critique of designers/developers for their game conclusions, here is an easy road for the player or reviewer to check sources and draw conclusions as to the merit of design and development decisions made based on fact.

So what do you get for your money? I think a lot. A lot if you just count the research and development and information, a lot if you just count the physical components, but a real deal if you count the fact that you have a playable game in the end.

## THE GAME

Yes, the game is playable. A monster game can be a monster because of the complexity (per *SQUAD LEADER*) or size (as is *THE LONGEST DAY*). (We hereby ignore the combination of the two as just not practical nor playable.) In either instance, it is capable of becoming a great game. It may also be noted here that we speak of the Campaign Game with its full use of all counters and 87 possible (but not probable) turns. The scenarios themselves are not monsters, encompassing three to seven turns and 150 to 500 counters (the sole exception: the setup time for the Normandy Scenario which is the same as the Campaign Game and takes about one and a half hours). All this means that you can spend a day with a scenario or a couple of months with the Campaign Game and still get the flavor of the game and be involved in the beauty of the whole system.

To provide some order to the rest of this article and some basis for those who own the game to follow along, the comments on the form and effects of the rules will be presented as they are in the Rules of Play (i.e.: by scenario). Comments on the play of the scenarios will be held until that section would normally be reached in the rule book. It is hoped that this will provide a better overview of the game.

Figure 2.

UNIT SYMBOL CHART													
<b>SIZE</b> is indicated by type of 'flag' in unit symbol:													
<b>TYPE</b> indicated by symbol or combina- tion of symbols added below size-flag.													
<b>BASIC WEAPON SYMBOLS</b>													
<b>TRANSPORT MODES</b>													



### SCENARIO #1: MORTAIN

This scenario introduces the basic sequence of play, which is simply separate player segments with movement, opposing player mechanized movement, and combat. These are repeated for the other player to constitute a distinct game turn. One of the major features of *TLD* is the enemy mechanized movement phase in which the opposing player may press uncommitted tracked units to the defense of a particular hex. Lest this seem too powerful, this addition to defense strength is made without exact knowledge of attack plans and, perforce, means that some armor must have been kept in reserve in the first place (a difficult thing to do if the defender has a paucity of counters anyway). All in all, this is worth the comments and considerations presented later.

Movement is fairly standard game fare per the TEC. The real change from the norm is that only units which have enough points may move, instead of the usual ability to move one hex no matter the situation. A ZOC (see below) also stops movement, but a unit can move from one ZOC to another. Mechanized movement (as mentioned above) is conducted during your opponent's portion of the turn but can only be used by tracked units which are not adjacent to an enemy unit or disrupted (see Scenario 2). Road and bridge movement are handled normally (per the TEC). Strategic road movement, however, doubles the effective movement points to units which make their entire move on a road and do not come adjacent to an enemy unit. Note that a combination of strategic and mechanized road moves could conceivably allow a unit to go 128 hexes during one day. In practice, this equivalent of a Sunday drive from Cherbourg to Caen is not probable, but it does serve to illustrate the speed with which units can be transported when necessary; an illustration which is brought to focus when one must expend all of MP's just to move a motorized unit across a river into bocage country. This will be presented even more succinctly during the play of the game when planning unit positions and moves for three to four turns in advance is necessary. The importance of the road net can be seen when you realize that a foot unit can move faster through river and bocage country than a motorized unit can.

Stacking is based on one point per company/battery up to a maximum of six points per hex. The effect thus produced is, for infantry, typically a three hex front per division with two battalions per hex and one reserve battalion behind each hex. In a typical all-out attack, the attacker will marshal one infantry battalion, one tank battalion (usually only two points), and an artillery battery to maximize attack factors and C.A.M. advantage (see below, Scenario 3) in a given hex. Valuable units which have no stacking costs include fortifications, aircraft, train, and replacement counters.

Zone of Control is ubiquitous to modern era strategic games but *THE LONGEST DAY* is almost an exception. Only units on hills and in certain types of fortifications (and then only for certain facings) possess ZOC. What this produces is a very fluid game in which high ground takes on its true dimension and the maintenance of a continuous front line is imperative. In particular, an open road is a dagger in your heart—if on defense. As will be seen later, penetration is difficult to achieve; but, it is also difficult to stop once started.

The purpose of war is combat and most gamers are not really content until they get the dice in their hands. Basic combat in *TLD* is optional between adjacent units with the attack factors totalled against all the defense factors in a single hex, modified by the TEC and C.A.M. and resolved by a single die roll on the CRT. The CRT is a basic odds ratio CRT which gives neutral results at

about 4-1 (unmodified) odds and a real attacker advantage only at 6-1 or above. Attacks at less than 1-2 are essentially not allowed but are unnecessary since even ZOCs do not force combat. Casualties are meted out in the form of step losses and retreats; advances are awarded to highly successful units. Each unit's counter can contain from one to three steps, based on type. Step two is back printed and the final step is a remnant counter with no attack factor. Losses can encompass the loss of a single step per hex, the loss of one or two steps per unit, or total elimination. Advance and retreat is from one to three hexes, with elimination on retreat or halt on advance if the TEC will not allow a particular type of movement. A loss is not always accompanied by a retreat nor vice versa. Each player retreats his own units. All in all, this is an attritional system since it takes 8-1 odds to have an unmodified chance at elimination. What this means for the players is that a large advantage in both numbers and units are required to conduct an extended offensive. A steady push is quite a bit easier to achieve than a quick thrust through a strong line.

### SCENARIO 2: THE FALAISE POCKET

This scenario adds replacement, reset, and defensive fire phases to the turn sequence, involving ever more difficulties and opportunities for each player. Replacements are added at the start of the phasing player's turn. Defensive fire is conducted by the non-phasing player. Defensive fire is conducted by the non-phasing player after his mechanized movement phase. The reset phase finishes a player turn and re-inverts the non-phasing player's artillery units and removes the phasing player's disrupted counters.

One of the major additions to combat effectiveness in this scenario is the artillery capability. Artillery units come ranged and non-ranged, and may be used offensively or defensively within a pair of player turns; non-ranged weapons may

even fire in both phases of a single player turn. Artillery is further differentiated as divisional units and independent corps units. Ranged units can only fire at enemy units which are adjacent to non-disrupted friendly units. As a further suggestion for realism, it may be suggested that any friendly unit may be used to spot for a corps artillery unit, but only units within a particular division be allowed to spot for their own divisional artillery. Support fire is used in conjunction with an attack by regular combat units. It is added directly to the attacking factors, but is not affected by intervening rivers.

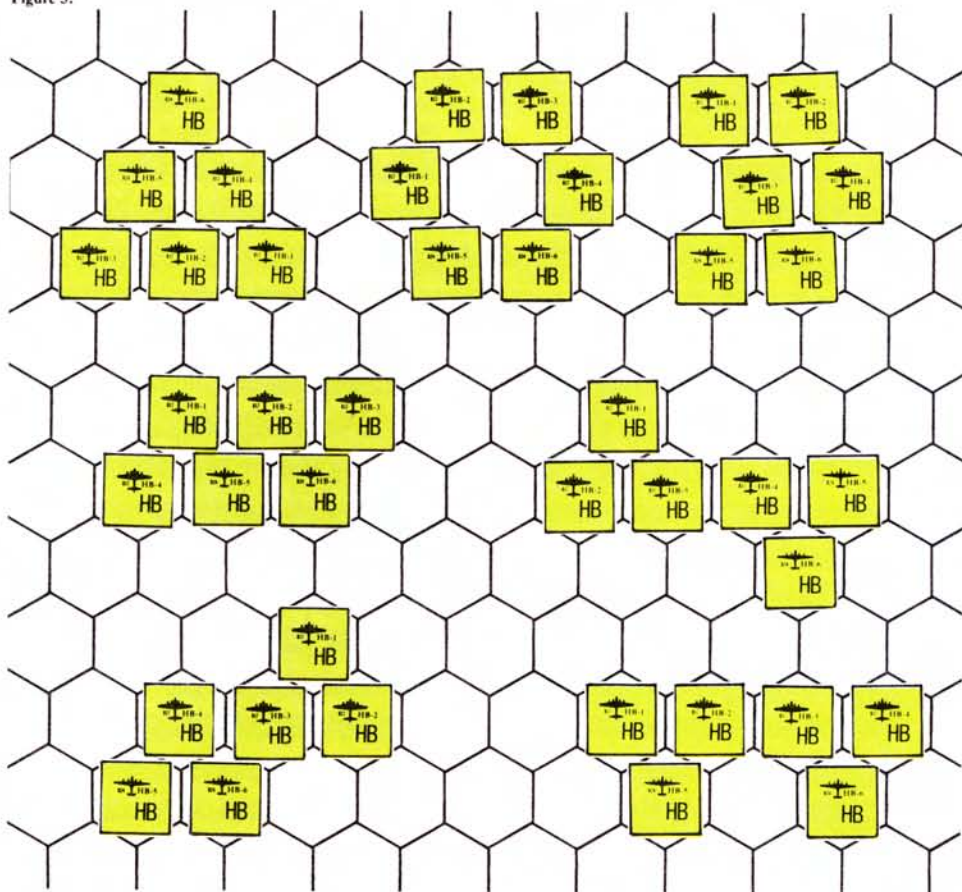
Defensive fire is an outstanding bonus in the game. Not only is it used during the enemy portion of a turn, but also may be directed against individual units rather than whole hexes. Thus, an attacking unit with a high attack factor but a low defense number is a perfect target for defensive fire. Anytime a defender has unused artillery units, an attacker cannot be truly confident of his planned combat. Still another advantage of ranged artillery fire is that it does not suffer losses, therefore a 1-2 defensive fire searching for the magic '6' on the die is a perfectly acceptable shot.

Ranged artillery units are inverted to display the "FIRED" side of the counter after fire and are reset on the appropriate reset phase. It is the experience of this author that if defensive fire is conducted in some orderly fashion (east-west; north-south, etc.) that it is an advantage to do re-inversion during the defensive fire phase so that defensive factors may be easily seen.

Also note that some of the nastiest units in the game are the tracked artillery, which may move to a new location, then fire at a possible attacker before the attacker's combat is resolved. These units should be held in reserve at all costs.

Each military organization works (?) by chain of command. Since *TLD* is really a divisional game, the important HQ units are divisional. Per the supply rules below, divisional units will wish to

Figure 3.









	TARE GREEN	UNCLE RED	POINTE-du-HOC	DOG GREEN	DOG RED	EASY GREEN	EASY RED	FOX GREEN	ITEM GREEN	JIG RED	JIG GREEN	KING RED	KING GREEN	MIKE GREEN	MIKE RED	NAN GREEN	NAN RED	QUEEN GREEN	QUEEN RED
COASTAL ARTILLERY	10	10	8	9	9	9	9	7	3	5	5	6	5	5	3	3	3	12	12
AFTER NAVAL FIRE	9	9	7	9	9	9	9	7	3	5	5	6	5	5	3	3	3	9	9
MINIMUM AFTER PARATROOPS	8	8	7	9	9	9	9	7	3	5	5	6	5	5	3	3	3	8	8
LAND EVEN IF DISRUPT	X	X										X	X	X		X	X	X	
DEFENSIVE FACTORS			2	6	2	2	6	2	2	2	2				6				2
ASSISTANCE FROM FLANK												X		X		X		X	
NAVAL FIRE FACTORS				24			6		31	31	14				32				32
ROCKETS			2			2			1	1	2				1				1
ATTACK FACTORS	16	16	8	10	16	13	13	11	4	16	15	15	15	16	15	15	14	19	19
ARMOR	X	X			X			X		X	X		X	X	X	X		X	X
DD	X				X			X			X		X					X	
RMSR											X	X	X	X	X	X	X	X	X
AVRE										X		X		X	X	X		X	X
CRAB										X				X				X	
ODDS TO ONE			4	1	8	6	2	5	2	8	7				2				8
MODIFIER ON CRT					+2			+2		+3	+5				+5				+5
AIR FACTORS				14			5		8										
FINAL ODDS TO ONE			4	4	8	6	3	5	6	8	7				2				8

Figure 5a Suggested beach landing setup. The use of this setup produces the expected losses in Figure 5b.

come in lumps and there are generally only a few specific hexes in which a certain hit is needed. In general, therefore, this author recommends loading up on the critical points of attack. Both naval and air bombardments are good tactics against those pesky flak 88s and fortifications. The true use of naval gunfire does not appear until the next scenario, however.

As for the fortifications themselves, the Germans finally get a break. The fortified areas and minor forts are valuable for the defense multipliers and full ZOC but have only limited capacity. Large armor units fit well here. They lose nothing by becoming armored units anyway. The coastal strongpoints are only used in the invasion scenarios, add defense factors but hold no units. For C.A.M. purposes, units (INF) both atop a fort and inside do not make an INF+ARMOR modifier, merely INF or ARMOR. Landfronte forts have a few advantages in that they hold three units, have two points of intrinsic defensive factors, as well as the usual bombardment modifier. The 30 and 932 Flak units hide well here. The field forts actually only have a ZOC as an advantage, but they can be most valuable units if the German builds them with enough foresight to arrange the ZOCs for an in-depth defense which will require only half as many units to achieve the same reserve defense (which, of course, may later turn into the front line defense.) At the same time, the German must remember that a disrupted fort has no ZOC. Remember also that a +2 C.A.M. modifier can tend to effectively raise the odds against a fort by two ratios, so defend them well. Also note, coastal strongpoints and landfronte forts cannot retreat if the die rolls go against them, and must die in place.

#### SCENARIO 5: NORMANDY BEACH

There are massive changes to the turn sequence here, but all of them are concerned with the initial airborne and landing activities only; they need not to be memorized, only followed each time they are used. The same proves true of the rest of the rules presented for this scenario.

Airborne landing rules will be very familiar to those who already own *AIR ASSAULT ON CRETE*. This phase is pretty much fixed tactically, so the execution is mere mathematical mechanics.

With respect to invading units, the Amphibious Assault is also inflexible, except for the choice of attack at Pointe-du-Hoc. The author personally

likes to assault Pointe-du-Hoc with the Rangers, giving a bit more spread to the attack against Omaha Beach and increasing the threat of a quick link-up. One impressive Allied advantage is the Allied follow-up movement allowance which can be used to capture Carentan on the first turn. The US player who does not do this is just plain incompetent.

The other portion of the beach assault is the bombardment preparation. Tables of suggested naval and air attacks, coastal artillery replies, and expected results are given (Figures 4 and 5). Note that the -1 modifier for forts does not apply to rockets. Figure 6 shows the coastal artillery positions which have fire on a beach or port. From the figure, it is readily apparent that 9/1716, 2/1260, 10/1716, and MKB LONG batteries must be suppressed as soon as possible. The use of 31 factors of naval bombardment to suppress 8/1716 and 1/1260 pays huge dividends by lowering the factors of coastal fire against several beaches to another odds column. Paratroopers may be able to take care of 1/1261, 2/1716, and 2/1255, but these are not really as essential as the first two. The suggestion that has been made in *THE GENERAL* (Vol. 17, No. 6) to hold HQ units off the board until coastal artillery can be suppressed by first turn combat has some merit. Just make sure an opportunity to make a long advance is not lost by being unsupplied during the second turn movement phase. As a variant here, consider units which are more than eight hexes from their HQs to be out of supply for the first turn also. Essentially, even though there is supply for all units available on the first turn, they still cannot act effectively unless they are in contact with their HQ. Allied units whose HQs are off the board are considered to be in supply if they are within eight hexes of a beachhead counter. This option should only be used if the Allied player is the weaker since it gives the Allies a distinct advantage. It would cause quite a change in German defense and movement.

BEACH	UTAH	OMAHA	GOLD	JUNO	SWORD
Total	2	5	5	4	2
Expected	2	3	4	4	2
Necessary	1	3	3	3	1

Figure 5b Expected and necessary numbers of beachheads the Allies will be able to place.

German coastal artillery is a major factor in German planning for the first few turns of this scenario. Since the operation to be performed is strictly mathematical, the only thing required of the German player is not to overlook any units. Figure 6 should help with this. A copy of the chart with which to mark off the batteries as they are lost is very handy. Also remember that coastal artillery only fires at port or landing boxes, but its defensive factors are always active and no supply is needed.

Likewise, the Allies should not forget any of their special assault units. The combination of British naval power and the special armored units should allow any fortification to be easily overwhelmed.

All in all, these rules for this scenario should be viewed as an exercise. Simply remember to follow each sequential step and the Campaign Game for which you are practicing will go smoothly.

#### THE SCENARIOS

The clarifications and Addenda in Vol. 17, No. 6 should be added to all scenario setups. These corrections should provide answers to all confusion involving setup.

#### EXAMPLES OF PLAY

One correction to this section is in order. Under the Example #1 Attack A: only half a supply is expended since the 352 division pays only once for all of its units, both infantry and artillery, during an attack phase.

#### SCENARIO ADDENDA

This section is a must. If you are to have any real fun at all with the scenarios, all possible rules and units must be added to them. Dig back in the Campaign Game rules section and add the portions on weather, inter-allied co-operation, and air bombardment. These are essential to gain the full flavor of the game. Weather rules will blunt air power just as supply does defensive fire; inter-allied co-operation will give the Germans a little extra chance at Falaise.

[Mr. Burnett's article will conclude with a strategic study of the scenarios and the campaign game in the next issue of the *GENERAL*.]





# THE FRENCH CAMPAIGN

## THE INVASION OF FRANCE IN THIRD REICH

By Michael Anchors

As the Norwegian campaign winds down (see my article "The Norwegian Campaign" in Vol. 18, No. 5), the focus of attention in most games of *THIRD REICH* shifts to *la belle France*. Certainly, in most games won by the Axis, Germany eliminates France in two or three turns and forces Russia to surrender by early 1942. (Oh yes, I have seen bizarre games with Germany invading Russia first! England conquered in 1939! But one would think that, in the years that *THIRD REICH* has been played, some standard strategies would have emerged—and that is perfectly true.) Competent Allied players can master "SeaLion" in 1939 or "Barbarossa" in early 1940 with ease; the Axis plan of conquest that deserves intensive study is Norway-France-Russia in 1939, 1940, and 1941.

To begin, let us agree that France is indefensible. (Study the area map in Figure 1.) The entire eastern border, except for the Swiss border hexes, is open. The interior of the country is flat and devoid of *helpful* river lines. The French Army is an armor-poor, air-poor gaggle of slow, weak units. The superior British units are certainly "the Few"; and, of course, there are all sorts of rules limiting Anglo-French cooperation (34). Besides, the English have their own concerns in Norway and the Mediterranean theaters. The crux of the French campaign, from the Allies' point of view, is how long to hang on in a hopeless situation; how long must "Barbarossa" be delayed to give Russia a chance to survive when her turn comes to face the Wehrmacht?

My reaction is that delaying the fall of France until Summer of 1940 is a neutral result; a delay to Fall 1940 tips the game in favor of the Allies. To explain my reasoning, it is necessary to say a few things about Russia. The key point to keep firmly in mind is the conditions for Russian surrender (26.9). Russia does not surrender when its capital falls; rather, it is defeated only when the Russian armed forces cannot be restored to a total strength of fifty factors. The Axis player is forced to plan a campaign aimed at three objectives:

1. occupying Norway to bring pressure on the Murmansk convoy route;
2. cutting the Lend Lease routes; and
3. inflicting a loss of about 200 BRP-equivalents on Russia in a single year.

Figure 1.



It would not be necessary for the Axis to accomplish the first two objectives if able to reduce the British and American BRP to such low levels that none could be granted to Russia—but that's damn difficult to do. The term *BRP-equivalent* can best be explained by way of examples: 10 BRPs are ten BRP-equivalents, Leningrad is fifteen, a 3-5 armor unit is six. A running tally of BRP-equivalents lost or left is a good method for either side to keep track of how well it is doing in the Russian hinterland. (The first article of this series dealt with the first objective in detail; the use of the German navy and air forces against the convoys will be explored in the next article, "The Russian Campaign".) I will turn to the third objective here.

To achieve this objective, the Axis player must inflict a loss of about 50 BRP-equivalents each turn during a year in which Germany is able to call an offensive option on the Eastern Front during every season. However, if Russia is able to invoke the Russian Winter Rule (44), the Axis player is prohibited from calling for an Eastern Front Offensive in the Winter turn. To win in such a year, the Axis would have to inflict a loss of about 70 BRP-equivalents per turn—and that figure is usually beyond their ability. Before the advent of the Third Edition rules, the German player would routinely make a token invasion of Russia in the Fall of 1940 to get the Winter Rule out of the way before the real push in 1941. Now however, Russia has the option of delaying the application of the Winter Rule effects, unless the Axis has more units in Russia than the sum of four dice. While fifty percent of rolls with four dice produce a sum of twelve or less, even twelve units are too many for a "token" invasion. Therefore, the Axis' ideal is to mount a serious invasion in Fall 1940. It takes Germany one and a half turns to transfer or build enough units on the Eastern Front to allow the implementation of "Barbarossa". Consequently, the Axis player would like to have the French Campaign in the bag by Summer 1940.

In spite of what has been said, the invasion usually does not come in 1940, and Russia usually does not surrender in 1941. With competent Allied play and impartial luck, the Axis timetable can be sufficiently upset to permit the Russian Winter to occur in 1941. Nevertheless, the same tripartite Axis design for victory in 1941 can bring success in 1942. The initial Russian inventory of BRP-equivalents in 1942 is actually less—because of losses incurred in 1941. The Axis player need not destroy as many BRP-equivalents to be successful. But 1942 absolutely marks the last chance to knock Russia out. With the American entry, Germany can expect a second and a third front, along with BRPs in the pipeline to Russia. (Of course, if the Allied player was unhandy enough to lose France and Norway in Spring 1940, he doesn't have to worry about 1942.)

Now, let's return our attention to France.

With German armor committed to Poland and the airborne unbuilt, France is easy to defend through the Fall of 1939. All the Allied player need do is ensure that French and Belgian units form a continuous double row on the northern border and a suitable screen in the south (Figure 2).

But the respite is of short duration, for in the winter, defense of the country becomes considerably tougher. In areas that can be reached by the airborne, the defense must be upgraded to a triple row of units. The Germans could penetrate a double

row by using the paratroopers to knock out a stack of defending infantry in the second row, opening a hole for exploiting panzers. A double row of units will still suffice in areas out of airborne reach; but, in deciding what parts of the line are out of reach, bear in mind that the airborne only has to land adjacent to a unit to attack it, not necessarily on top of it. As we have already seen, the airborne unit is often based in the neck of Denmark in 1939 to threaten Oslo but, if the British launch a preemptive invasion of Norway, it could fly south for the winter instead—say to Brussels or the *key hexes* (refer to Figure 1). Consequently, a triple row in the north is the usual arrangement (see Figure 3).

There is a tactic I'd like to warn you about. The Italian Navy *can* land armor divisions on the beach adjacent to Marseilles and, if the French screen is not perfectly set, that armor can exploit through the heart of France. The Allies get plenty of warning before this sort of move since the Axis player must leave the armor of the invasion force stacked in a Mediterranean port a turn before the invasion. It's easy to put a French armor unit in T20 to cut the mobility of these southern invaders.

Within the above guidelines, there are many acceptable Allied arrangements that will deny the Axis any cheap French real estate in 1939. Figures 2 and 3 show typical arrangements for the Fall and Winter of 1939, assuming a modest British commitment and conventional German play (such as basing that airborne in Denmark). Against such defenses, the enemy may well prefer to postpone a serious assault on France until Spring 1940 and instead make the Winter turn one of preparation. The Germans should embark on a maximal construction program and seize the Low Countries. Belgium should be occupied, of course, leaving

Figure 2.

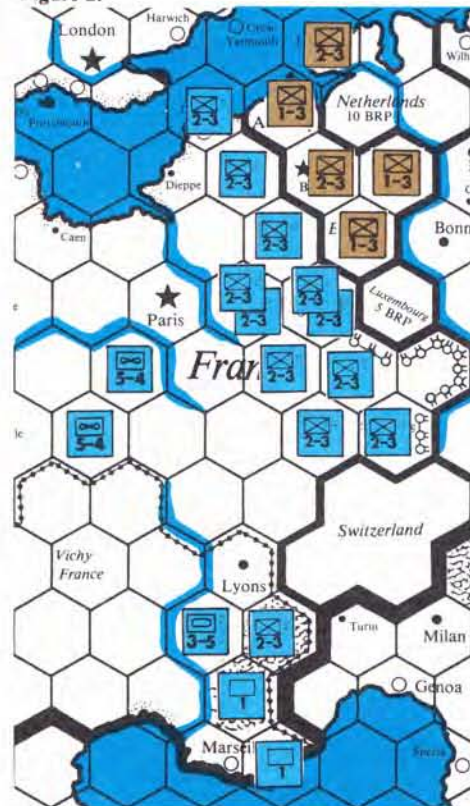






Figure 3.

German units in Antwerp, Brussels and a bridgehead counter in N25. All these hexes are adjacent to the key hexes and attrition-proof.

Should the Germans invade the Netherlands? There are some advantages to Dutch ownership. The Hague is an airport in reach of London and, in case of a long war, ten Dutch BRPs per YSS comes in handy. The cost of invasion is minimal. Two infantry units and two air factors can do the job along with a couple of air factors to counterair the Dutch air force. Casualties will be light. The only flea on the dog is that the ten BRPs used for the DoW will not be available in the construction phase. But, ultimately, the main advantage to invading the Netherlands is that the DoW gives the Axis access to Antwerp, now restored to its correct location north of the Rhine. The Germans need Antwerp as another hex from which to attack the key hexes and threaten London.

Should the Germans invade Luxembourg? The answer to this question is not as simple as it may appear. In fact, the matter is sufficiently complex I considered scripting a separate article entitled (not facetiously) "The Luxembourg Campaign". Let us consider for each turn the consequences of invasion of the Grand Duchy by either player.

Fall 1939. Germany invades Luxembourg. The DoW costs ten BRPs, so Germany will have that much less to spend in construction. Luxembourg does not contain a city or an army, so the only way the German can prevent the French from moving into it following a successful roll on the Attrition Table would be by taking the units there as attrition losses. Since the Attrition Table might call for only one unit to be lost, only one German unit should occupy Luxembourg, namely the most expendable: a 3-3 infantry. This infantry would be easy for the Allies to dislodge on an offensive option, but the offensive would cost the Allies fifteen BRPs. Would they do it? Definitely, since if they don't, the German player could seize Sedan in Winter 1939—ahead of schedule. No German DAS would

be available to defend the duchy as the air force will have been used in Poland. The Germans could borrow Italian air units for the job—Italy would have had to join the war—but, actually, it is better to let the French have the place; it's too expensive to resist them and, in Winter, the German forces can attack the French in Luxembourg across the Rhine, placing a bridgehead counter. The bridgehead counter would make the hex attrition-proof and allow as many as five units to stack there, insuring five Luxembourgian BRPs for the Axis in the 1940 YSS. With Luxembourg and N25 firmly in German hands, the Axis player can mount irresistible pressure on Sedan.

Or:

Fall 1939. The French invade first. The same sequence follows: the Germans push the helpless French force out and place their bridgehead counter, except that this time the French would pick up the tab for the DoW.

Or:

Winter 1939. German invasion. From Luxembourg, the Germans can attack Sedan directly. However, attacking from only one hex, the German player cannot get many ground units into the fray. And, with the Luftwaffe diverted to attacking Belgian units and providing DAS to units in Norway, few air factors would be available for ground support or intercepting French DAS over Sedan. An alternative approach is to attack N25 and then exploit into Luxembourg for an exploitation attack on Sedan from two hexes: the duchy and N25. This offers a better chance of success, but raises other difficulties. Casualties would be taken in armor or air rather than in infantry. The hex adjacent to Paris could not be attacked. Furthermore, since no bridgehead counter could be placed in Luxembourg, an Allied Attrition Option might compel the German player to choose between vacating it or eliminating the armor divisions occupying it.

Or:

Winter 1939. The French invade the helpless state. If the Germans decline Luxembourg twice, the French should definitely move to the attack. With Belgium occupied and German strength peaking, the French player needn't be bashful. They will recover five of the ten BRPs spent for the DoW in the immediately following YSS and leave the Germans with only one hex from which to attack Sedan.

In summary, I do not know what the best policy vis-a-vis Luxembourg is. In any given game of *THIRD REICH*, my way of handling Luxembourg probably has more to do with the state of my digestive system than any clear and rational process. But isn't it fascinating how a tiny one-hex country so complicates the play?

Spring 1940 is the crucial turn for the Axis—assuming conventional lines of play. If Germany gets off on the wrong foot in France, the Axis player can be in serious trouble. There is no time to regroup or redirect the attack. Before presenting what I consider to be correct Axis technique, I would like to discuss an example of a German player stumbling. Figure 4 is taken from Robert Beyma's article, "British Victory in THIRD REICH" (Vol. 16, No. 1). It shows what he calls a "typical" German penetration in early 1940. I hope, for the Allies' sake, that it is not typical. The German armor has penetrated the French line in three places and pushed long, narrow fingers of exploiting armor toward Paris. The German ZOC has put many Allied units out of supply; these cannot move or advance after combat and, unless a supply line is opened, will disappear at the end of the Allied game turn. Beyma's article was based on the Second Edition rules; with the Third Edition ones now in effect, I doubt the Germans could achieve such a commanding position in the face of

Allied DAS. But, for the sake of example, let's say the Germans made a lot of low-odds attacks and won them all.

The Allies could redress the situation by attacking the German armor adjacent to Paris at 1:1 odds, assuming everybody's air forces have already flown. Of course, if the Allies could get a 5-4 air unit into the fight, they could swing 2:1 odds—but we'll suppose they can't. The Allied player could take an Offensive Option and attack the 4-6 at O24; however, even if successful, there is not much to be gained since the Allied units at N24, Q23, Q22 and P23 will still be isolated and removed. The attack on the armored spearhead at 1:1 odds is extremely risky; a roll of six would leave Paris wide open. The Allies couldn't build there, couldn't SR to it. The French campaign would be over.

Alternatively, the Allies could run an Attrition Option on the 41-50 column. On a roll of 1-3, the Germans would have to eliminate the armor unit in Sedan and retreat the armor in O23 or accept the loss of three armor units to keep their foothold on the Seine. The threat in Southern France could be handled by slipping the French armor unit into Lyons to block the German armor in T21. The panzer unit in R21 is out of supply but, since it exploited last turn, it can move next to Paris for a normal ground attack. It cannot make an exploitation attack because it is unable to "trace a normal supply line at the start of the player turn in which . . . [it] . . . exploits" (14.38). If the German armor is pushed out of O23, the armor in R21 cannot combine its attack with the armor in the north because it can't attack in the same phase. Thus, the Allies have a 50% chance of ensuring that Paris cannot be attacked by more than two panzer units in the summer, while saving most of the Allied units threatened by starvation. The Attrition Option is preferable to an Offensive Option because it costs no BRPs, risks no Allied casualties, is immune to Axis DAS and ensures that Paris will not be left empty.

Well . . . what happened? The German player won a great victory in his turn, but with a die roll of 1-3, the Allied player can wiggle off the hook. So, what is wrong with this method of blitzkrieg? Quite simply, the German penetrations were too narrow. Even though many Allied units are immobilized by being out of supply, the units at the ports and in the





forts (i.e.: near Calais and in the Maginot Line) are in supply and able to displace German units on the Attrition Option. If the single hex at the root of any of those Axis spearheads is occupied by the Allies, the German units in the spearhead become susceptible to elimination because they have no retreat. To preserve their retreat route, the Germans would have to designate armor units as attrition losses. Add to that fact that many German armor units have their mobility reduced by adjacent Allied armor, and it is clear why so few German armor units would be left to renew the offensive in the summer.

Suppose the panzer units in Dieppe (in Figure 4) had occupied N24 instead; and the panzers in southern France were reserved in Nurnberg able to strike north or south. I'm using a modified form of the German attack (Figure 4) to demonstrate correct German technique, which focuses on *key hexes*. Those three hexes on the French border (as shown in Figure 1) are each two hexes distant from Paris. Let us suppose the Allies do well again and recover every enemy-held French hex except one—a *key hex*. And now the Allies pack the threatened hexes adjacent to Paris, N23 and O23, with six to seven ground factors. The Germans can attack one of those hexes at 2:1 odds, using seven ground factors and twenty-one air factors. The hex next to Paris then becomes a breakthrough hex onto which the Germans stack six [indeed!] armor units. They make an exploitation attack across the Seine. The airborne drops on Paris to untriple the six factors of French defenders. The odds of the attack are thus 2:1 on the ground.

Now it is true that this scenario leaves the German player with only nine air factors to intercept Allied DAS. However, the Germans should have the use of ten factors of lent Italian air. The technologically-inferior Italian air units can be used for ground support, freeing ten factors of German air for the interception role.

The worst case for the Axis occurs when M24 or Sedan is the only *key hex* held, since only one of the hexes next to Paris can be directly assaulted. The Allies can usually manage to put strong British units in that hex, forcing the Axis to confront both French and British DAS in penetrating to Paris. In many games, the Allied player would be unable to put two strong British units in both N23 and O23 without embarrassing other fronts. That makes N24 a "super" *key hex*. From N24, the German player can selectively attack the French-occupied hex next to Paris in order that the Luftwaffe need only master the French DAS; the British air force would be powerless. But, even if the only German-held *key hex* is M24 or Sedan, the Germans could still turn back British and French DAS, if the attack on Paris or the adjacent hex is made at 1:1 odds. There is a 16% chance of *Gottterdammerung*; true enough, but there is an 84% chance of victory, and that's better than the estimated 49% chance of winning the war the Axis player starts the game with. It's better than the chance Beyma's Germans had [in Figure 4].

When the Germans are ready to goosestep down the Champs Elysees, they deposit a Bridgehead counter on Paris and move five panzer units onto it. With the airborne already there, that's 23 factors doubled to 46 on defense. British air units cannot be used to attack Paris (34). If no French air is available, no Anglo-French counterattack is even possible; often it is impossible even with French air support. If the French air force was not used for DAS during the German turn, the Germans were probably not forced into 1:1 odds and some German air units would be available for DAS over Paris in the Allied half of the game turn.

Armed with an appreciation of the *key hex* menace, the expert Allied player places strong stacks of units, often British, in these hexes and backs them with air forces placed out of counterair

reach. Calais, and even the Maginot Line hexes, are less important; although, if Calais or the fortress hexes do fall, Dieppe and P23 become additional *key hexes*. Furthermore, as we have seen, Calais and the Maginot Line may serve as jumping-off points to press the Germans on an Attrition Option should the rest of the Anglo-French army be immobilized by being out of supply. Nevertheless, "qui defend tout, defend rein". It would take the German player a precious extra turn to take Calais and the Maginot hexes, so the defense of these hexes should not compromise the defense of the original *key hexes*. They must be defended only strongly enough to prevent the Germans from grabbing them and the *key hexes* in a single turn.

Once some of the *key hexes* have fallen, it is worth a lot to retake them. The Allies should counterattack vigorously at this point since an attack a turn later against a panzer-skyscraper in Paris is laughable. Attrition options are usually the best method since the Allies cannot afford to have the hexes around Paris denuded by combat losses. If the Allied player cannot retake all the *key hexes* or force the German to give up enough panzer units as attrition losses, he should try to leave the German with only one *key hex*—and that not N24. If some *key hexes* are irrevocably lost, it is time for the goal-line defense. The Allies must reinforce the threatened hexes next to Paris, preferably with British ground units and DAS, and beef up the French units in Paris. If the Axis has taken some losses, one of their attacks may well be at 1:1 odds. They could lose it, or be so enfeebled that a counterattack on Paris will be possible after all.

There is only one situation in which the use of several narrow penetrations is actually the Axis method of choice: the situation in which one of the penetrations can capture Paris and the other can guarantee that no French ground unit can reach Paris for a counterattack. I call that situation a "checkmate". (Figure 5 shows an example.) The Allies can usually avoid checkmate by placing some French ground units in the hexes around Paris. Oftentimes, narrow penetrations are good Axis technique even if the player cannot preclude a French ground unit from reaching Paris: for instance, if the Allies do not have enough BRPs to pay for an Offensive Option. Capturing Paris compels the Allies to use an Offensive Option. In some games it is advantageous for the German to keep the Allies from calling an Attrition Option. But, in general, the use of narrow penetrations in the early turns of the French campaign is ill-advised. The exceptions lie within the province of expert play.

The German player can buy some insurance against a successful Allied counterattack on the *key hexes* by coupling their attack on them with an invasion of Britain. As stated in my previous article, the invasion has about fifty percent chance of delivering German ground units to a British beach. The threat of German soldiers in Britain backed by Luftwaffe units based in Belgium and Holland should make the Allied player think about committing too many British ground units to France. The German player can devote his effort to either invasion—France or England. If the Allied player does not strike the right balance in his defense, the Germans can take either Paris or London on the next turn.

No article on the French campaign would be complete without echoing the admonition that the Allies avoid handing the Germans two moves in a row. The Axis can easily expend half its initial allotment of BRPs in Fall 1939. The Allies in their turn must spend enough BRPs to reduce the combined Anglo-French total to less than that of the Axis. The British can easily spend their limit building new units; the French may have to burn up a few extra BRPs by bombing somebody's fleet, invading Luxembourg or making some aggressive moves in the Mediterranean if Italy has declared war.

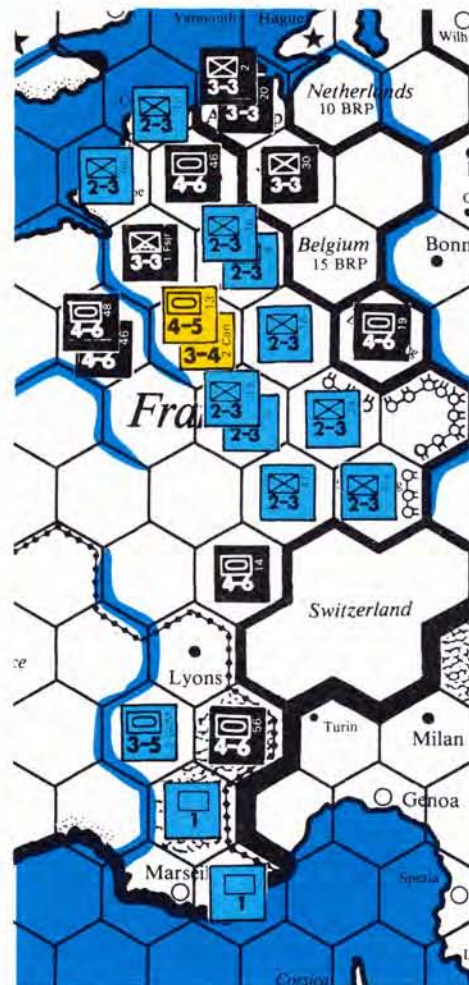


Figure 5.

Once France surrenders, and assuming there are no German units in the British Isles, The British units in France should stick around, supply routes permitting, to tie down German forces and hamper their departure for the Eastern Front. Indeed, if conditions in Egypt permit, even more English forces can be sent to France! Make the Germans drive them out. There is no hurry to get the troops home in many games. In 1941 Britain often has more units than places to put them, given that much of her BRP production will go to Russia.

For the German, thoughts of the east now fill his head.



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# DOWN WITH THE KING

## Design Notes and Errata

By Glenn and Kenneth Rahman



The idea to do a game of court intrigue came up early in the career of the designers. An enjoyment of European history, costume adventure films, Shakespearean plays and other dramatic works suggested a game which permitted players to take on the role of conspirators in a royal court.

We had some definite impressions of the kind of game we wanted. It was to evoke a world of conspiracy, of ruthless intrigues and power-plays, of base treachery and expedient alliance, of spying and being spied on. There would be torture in deep dungeon rooms and daring prison breaks. Characters could go into hiding to avoid a corrupt law, or live in foreign exile awaiting the day they could return vindicated. Yet we also wanted players to experience the flavor of a courtly civilization, with all its color and romance.

These were formidable ambitions, as our first halting and experimental efforts proved. There was simply no other game on the market to serve as a model, or to suggest solutions to the problems the design encountered. There were boardgames and role-playing games aplenty, but testing proved that our game could not be exactly one nor the other. The project became one that was picked up and set down several times over a three year period. The experiments ranged from Monopoly-styled track games to baronial slugfests on medieval landscapes. Eventually we found the right path.

The conspirators of our game of intrigue became lords pictured on cards. They sought to place a royal personage, loyal to their faction, on the throne. Players were to be pitted against the skill of one another as well as against a non-player king. This "King" could be interacted with by means of counsels (made available from a randomizer in this early version) that netted the player's character favor or disfavor. "Favor" was spent to acquire offices and titles which could increase the character's status and/or power. Factions grew by drawing from a nobles' deck. Bungled assassination attempts and accusation-chits sometimes placed nobles on trial; revelation of scandal could force them out of office.

We were laying the groundwork for the final version of *DOWN WITH THE KING*, but the early prototype differed in important aspects. It was set in a medieval age and frequent foreign wars caused the characters to be subject to the hazards of combat. Knightly battles were fought via an abstract system and noble casualties were very high. Moreover, the means to usurp the throne was to launch a baronial revolt, ala Bosworth Field.

Even yet, the design had not really launched itself. We had just worked on two other medieval-flavor games and were blase about the period. Furthermore, the military subgame distracted from the court intrigue aspect. And the government did not really function; the offices bestowed status and troop strength, but the office holders had no official powers or responsibilities. Finally, there were not enough activities to give the players the spectrum of choice we desired.

The game was again set aside while we took up other projects, but the interim was by no means wasted time as far as the intrigue game was concerned. It was a time for analyzing different approaches to the subject and research. Briefly we considered the feasibility of putting a high degree of fantasy into the mix, offering a sort of Eddisonesque magic kingdom. Alternately, we supposed a relocation into the city states of Renaissance Italy would allow us to use the ruthless philosophy of Niccolo Machiavelli as a guide. We abandoned both approaches; magic was superfluous to intrigue, while the political systems of Italy were radically different from the West European monarchies which had been models for all our work to date. Continuing to mull over the possibilities, the breakthrough came with the decision to study the society and politics of the late seventeenth century—the Baroque Age.

The choice was ideal; unlike earlier periods, political manipulation did not involve a lot of swordwork—Baroque lords were not expected to come anywhere near a battlefield if they did not want to. The distracting military aspect could be left highly abstracted in the simulation. Unlike later periods, such as the latter 1700s, intrigue centered in the palace and noblemen were still in control of the masses. In a game of this period, the players could take the role of noblemen under a divine-right monarchy—patterned on the model of Charles II's England or Louis XIV's France.

A spat of intensive research followed as we tried to get at the flavor of the Baroque society and the essential techniques of palace revolution. It was an age of flamboyant living, courtly etiquette and ruthless power-plays. Cloakroom conspiracy had all but replaced baronial revolt. The choice weapons of political conflict were falsehoods whispered in the right ear, rumors of scandal, and occasionally the dagger or poisoned wine. The skillful schemer needed to be less apt at moving armies than at manipulating the power blocks of his society—the church, the growing merchant class, the peasantry shaking off the bonds of feudalism, the professional officers corps, the townsmen clamoring for a voice in policy. Violence was everywhere, but on a subtle and individual level. The sanguinary baronial upheavals lay in the past; the carnage of revolutionary armies lay yet in the future. The ambitious courtier was a gambler—almost as reckless with his life as with his purse.

The most instructive decade of the Baroque era was the 1680s in England. This was the time of ferment culminating in the Glorious Revolution of 1688. Starting with the Rye House Plot, intensifying with the rebellion of Monmouth and Argyle, reaching a climax as the mighty of England turned their support to William of Orange and ending with the flight of King James II into foreign exile.

Our design had reached a watershed and the essential systems could now be roughed out quite quickly. We established a simple but interesting government with a dynamic interaction of office

holders and civic personages (judges, military officers, administrators, etc.). The object of the game was now to recruit powerful characters and control important offices, keeping the enemy off balance with intrigue and charges of wrongdoing and scandal. The factions collected cards representing the power blocks of society and each tried to acquire the friendship of a royal relative who eventually could be put forward as an usurper. When the usurpation attempt was made, the sum of his support cards (representing his popularity and backing, expressed as a die roll multiple) would be compared with another sum representing the power of the monarch—derived from the efficiency of his government. Chits now represented "Prestige", "Influence" and random opportunities to intrigue or receive favors. Hazards, such as duels and attacks of gout, were hidden amongst the prizes.

Assassination, though tricky, was allowed, but in the main players were encouraged to use non-violent means to their ends. Duels could not be used to eliminate any specific individual but came as they did historically—a chance insult or spat of bad temper resulting in a dawn meeting with pistols drawn. The foe could as easily be a friend or a stranger as a political opponent. Instead of crude violence, players had to watch for opportunities to intrigue cards away from their rivals, hoping to turn up an "illegal" card which could allow a denunciation for wrongdoing and a trial for the luckless player. Discovery of an opponent's "scandal" could be used with telling effect. Even as a conspirator sought to undo the monarch, the monarch's law was used to ruin his factional rivals.

To give the players an impression of a fully developed world with many things going on in it, we labored to develop as many "activities" as we could imagine having any bearing on social-climbing and intrigue: giving henchmen jobs to do, becoming a royal counselor, toadying to a royal relative, traveling to foreign lands, ferreting out scandal, escaping from prison, building a faction, winning offices in the King's government, rising in rank by earning lofty titles, having romances, seductions and marriages, court balls and social activity (mixed, as always, with the business at hand), fashion, sports and gambling.

But there was still plenty of room for wrong turns. We experimented with letting the royal relatives be the leaders of each conspiracy (acting as player characters), but this simulation put players into the point of view of royalty in a complacent age. They tended to like to work at activities that yielded prestige, but were not all that interested in politics or creating a faction to represent themselves. Our original belief that our players should take the role of *ambitious* noblemen was confirmed. Afterwards we postulated that the player could keep clear of conspiracy until the time was opportune. When that happened, our play-testers seldom dared to dip into the dangerous waters of conspiracy because every other player would descend on the first conspirator, each hoping



that he would be the last character to become a conspirator, having eliminated all his potential rivals beforehand. From this experience, it was clear that to start the game at a fast clip and keep it developing rapidly, every player had to represent a committed conspirator from the very first turn.

**DOWN WITH THE KING** is a multi-faceted game, but three of its systems give it its unique dynamics and flavor.

To give the offices the characters held meaning, each character was given an "Ability Rating". This rating quantified his competence to "solve" political problems that affected his office. These problems arose in the Crown Events Phase, representing economic, diplomatic, military and social quandries which had to be addressed if the character was to keep his office and, incidentally, the public support of the King's government high. A die roll, matched against the ability of the character, determined if he had done his work well. If he had, the monarch's position was made more secure (which was good if one's faction was not yet ready to try for the throne); if he had not, the stability of the government was undermined. If fumbling continued, the character would be put out of a job.

No office holder was allowed to rest easy in his own jurisdiction. Each office could have influence on another's problem. For example: the problem of waging a foreign war is the province of the Minister of the Army; but at the same time, the Minister of State, the General and the Ambassador could each logically help or hinder as the whim took them. The departmental infighting under this system can and does become feverish, with some factions seeking the disgrace of an individual office holder, or the preservation of the office and the King's support, or the promotion of dissatisfaction and upheaval throughout the land.

With so much skulduggery in progress, plainly the game called for a sophisticated system for handling those accused of crime. We wanted this to be experienced in some detail, so treated the three main stages of it in order: interrogation, hearing and trial. By luck or the skillful manipulation of cards representing alibis, evidence, informers or prison guards, it was possible for the accused to save himself at each of the three levels. Enemies could use their own cards to try to help obtain a conviction. The player who controlled the powerful office of Minister of Justice could even choose the judge he wanted to hear the case—hostile, friendly or neutral as his situation warranted.

The character's main defense against conviction was his status, based on the observation that in an unfair system of jurisprudence a privileged man had the best chance of getting away with his misdeeds. But cards for amnesty and pardon were provided to give even the lowest-ranked character a chance for freedom. Ones who fear certain conviction had a chance to escape abroad, or go into hiding inside Fandonia. The legal system was kept as succinct as feasible. Just three dice rolls is usually enough to take the culprit from interrogation to sentencing: with results ranging from not guilty, banishment, imprisonment and eventual death to immediate execution possible.

Much of the flavor of the Baroque Age was placed into the third main system of **DOWN WITH THE KING**, the Prestige Tables. When we approached the problem of giving the game the charm of the era, we were aware that we had to do so in the briefest possible way. The game was meant to be easily learned and played, not a monster with a catalog-sized rulebook. Our solution was to take a cue from some of the fine role-playing games on the market, placing a wealth of evocative detail and adventure into random event tables. These tables, meant to provide "prestige" and "influence" for the character as well as allow the player to get a feel of the civilization, were broken down into

categories. Each was a major pastime for a man or woman of the latter 1600's: literary pursuits, fashion, romance, socializing, patronage, carousing, gambling, sport, business speculation. The player could choose the category (past experience establishing how "good" a character is in a particular field of endeavour) and get a result. For example, a character might choose to go carousing, hoping of course that he will "Gain Useful Information" or be noted as a "Cavalier" whom others admire and emulate. But many other things could happen including getting drunk, insulting someone and being forced into a duel. Within these systems, there developed two special currencies—prestige and influence—both of which had a special role to play in the effectiveness of a courtly conspirator.

Early on we saw that not just any nobleman should be able to have and hold the friendship and loyalty of dukes, marquises, judges, generals, archbishops and the like. He must be a prestigious individual himself; the more prestigious he is, the more influential and powerful his friends. This spawned the "Prestige Point", a quantification of a man's esteem and popularity among his peers, the perception that he is a "comer". There are several ways to earn Prestige Points, but the most common is to play the Prestige Tables, or be a successful counselor to the reigning monarch. Prestige Points were not spent, but they could be lost through bad luck on the Prestige Tables, scandal or an "embarrassing incident". A character who loses Prestige Points cannot hold as many factional characters as before—some of his friends slip away from him.

As important as prestige is, the acquiring of titles, offices and other advantages requires something different—influence. "Influence Points" represent the power of money and of favors collectible, the perception by others that the character is a "mover". Influence comes from certain Prestige Tables, as well as from currying the favor of royal characters—playing the sycophant today in order to be the king-maker of tomorrow. Influence is *spent*, to acquire the intangible things that enhance status or power. The loss of influence leaves a noble unable to do much for his friends or for himself.

With all the systems working, the designers were satisfied that they did not want to make the game an exact simulation of any particular time or place. Instead we opted to create a fictional court where all the special elements of West European court life could have a play, but the specific details of the power struggle could evolve uniquely in each different game. The setting became the island of Fandonia, an Italian-speaking state occupying the general vicinity of Sardinia. At the suggestion of the AH developer, Alan Moon, it was moved to a kind of alternate Europe with an imaginary political geography.

As to be expected, quite a few changes were introduced into the game during development. Besides a fair bit of detail, the entire section of optional rules were devised and the Prestige Tables were expanded from six to eleven possible results

each. Some new Crown Events were added, as were some unique political problems. One new Prestige Table, the Craft Table and a useful new civic personage, the Sheriff, came out of the playtest.

This has been an attempt to summarize the thought processes which went into the design of **DOWN WITH THE KING**, and the considerations which guided our decisions. In closing, we would like to express our admiration to all at Avalon Hill, especially the graphics people. Mark Wheatley's superb cover says it all; it is worth more than a thousand words in expressing the mood and spirit of courtly intrigue in a lush and bygone era.

## ERRATA

While most of the changes included here are extremely minor, the two marked 'IMPORTANT' (31.1 and 31.4) are major changes intended to shorten the game length.

**IMPORTANT—Noble Cards**—The 1st and 2nd Judge both have a Status of 6 (the number was inadvertently left off the characters' cards).

**2.2.3**—The counter mix should be "12" not "10" for Ten IP, and "10" not "12" for Twenty-five PP.

**8.4.4**—Delete the first sentence.

**8.4.4**, the second to last sentence—should read "If a player's PC is banned, the player may not roll on the Court Ball Table and the player loses Two PP each Court Ball."

**8.4.4**—" (See 36.10.4) " should read " (See 9.4, 36.6, 36.9, and 36.10.4) "

**13.4.3**—add "If a Monarch's Counselor is imprisoned, banished, or goes into hiding, the 'Monarch's Counselor' Event card is discarded. A female character may be a Monarch's Counselor."

**13.4.7**—add "A female character may be a henchman."

**13.4.8**—add "Because an 'Any Activity' Opportunity counter allows an assassination attempt to be made without an 'Assassination' Event card, if a player does have 'Assassination' Event cards he may use each as an additional card (add two (+2) to the die roll for each)."

**13.4.15**, between the fifth and sixth sentences—add "Female characters that are imprisoned, in hiding, or stuck in a country at war with Fandonia cannot seduce."

**13.4.15**, between the ninth and tenth sentences—add "If the number rolled is a '6', the female character is won over by love and becomes a EAC (if the opponent does not have enough PPs, she remains a FAC)."

**13.4.15**—add "If a NC is successfully seduced, remove the character's Loyalty counter and place it on the character's card."

**13.4.16**—add "If an opponent receives a 'Proposal Automatically Accepted' result on the Socializing Table during a wedding, he must designate characters immediately or he loses the free proposal."

**14.2.4**, second sentence—should read "A Monarch's Counselor card is discarded if the character dies, is imprisoned, is banished, goes into hiding, becomes a NC or EAC, or takes an office."

**15.4**, between the first and second sentences—add "This does not include the 'Political Problem/s' Crown Events results if all political problems were resolved this turn."

**15.7**, first line—delete "Results".

**15.7**, fifteenth line—"Attempt" should read "Results".

**17.6**—add "A henchman abroad can also allow a player to recruit a character by treachery if both the henchman and the EAC are in the same country. (See 13.4.8 and 13.4.14)".





**18.4**—add “A player may make an unlimited number of proposals during each of his Player Turns.”

**18.4.6**—add “Once characters are successfully proposed, they cannot propose or be proposed to unless the existing proposal is negated.”

**19.7.1**—should read “If the character rolled is the character who is looking for an opponent, roll again. If ‘45-51’ or ‘55’ is rolled, roll again. If ‘56-66’ is rolled and the character is an opponent’s PC, a FAC or a EAC, see rule 19.4. If ‘56-66’ is rolled and the character is a NC, roll again.”

**19.7.2**—add “A henchman may not be designated to fight a duel for another character in this case.”

**19.7.5**—should read “An opponent in a duel may be the player’s PC or a FAC (rule 19.4 would apply). It is possible for both of the characters in a duel to be part of the same player’s faction. However, the two characters involved cannot be the PC and a henchman of the same faction nor two henchmen of the same faction. When a PC or one of his henchmen is the character who must fight a duel and the PC or a henchman is rolled, roll again.”

**20.6.4**—should read “He may not be seduced unless the female character is in the same country. He may not be recruited by treachery unless the opponent’s PC or henchman is in the same country.”

**29.1**, between the fourth and fifth sentences—add “If Fandonia is at war with all other countries, the character is imprisoned instead of banished.”

**29.3**—add “If a Monarch’s Counselor is banished, the Event card is discarded.”

**30.4**—add “If a Monarch’s Counselor is imprisoned, the Event card is discarded.”

**30.10**, first line—“Beginning with the second turn . . .” should read “Each turn beginning with the second turn . . .”.

**30.10**, before the last sentence—add “A player may pay one IP and subtract two (–2) from this dice roll.”

**IMPORTANT—31.3**—should read “If a NC or FAC (characters 11-44 and 56-66) dies, the character is permanently from the game (his Loyalty counter is also removed). If the character is an Office Holder, the Office becomes vacant. If the character is a Henchman or a Monarch’s Counselor, the Event card is discarded.”

**IMPORTANT—31.4**—should read “If a NC or FAC (characters 45-55) dies, the character is placed in the Non-Office Holder pile. The character’s Loyalty counter is returned to the Loyalty counter container. His heir is assumed to be in the game now. If the FAC is a Henchman or a Monarch’s Counselor, the Event card is discarded.”

**36.4.3**, second line—“(except the PC’s spouse)” should read “(including the PC’s spouse)”.

**36.8.3**, second line—“(except the PC’s spouse)” should read “(including the PC’s spouse)”.

**36.10.5**—add “A FARC Monarch may not propose or be proposed to. A player may not use a FARC Monarch for the ‘Court The Favor Of A FARC’ activity.”

Add “**36.10.6** A FARC Monarch does not count against the player’s PP total.”

**36.12**—add “This applies to doubling a married PC’s Status Rating if the spouse is in such a predicament.”

**38. OPTIONAL RULES, EFFECTS OF UNRESOLVED POLITICAL PROBLEMS**—add “h. If there has been an unresolved ‘Treason And Conspiracy Trials’ for three consecutive turns, two characters are accused of wrongdoing. To find which characters, roll two dice to get two dice

counts and find the characters with the corresponding ID numbers. If the character rolled is a PC, roll again. If the second character rolled is the same as the first, roll again.”

**38. OPTIONAL RULES, ROMANTIC INTRIGUE**, 1.b—add “If a NRC is seduced, the RC’s ‘Royal Alignment’ Event is acquired at the same time (regardless of where it is).”

**38. OPTIONAL RULES, ROMANTIC INTRIGUE** 5., third line—“5.” should read “4”.

**38. OPTIONAL RULES, ROMANTIC INTRIGUE**—add “The Monarch and Monarch’s spouse may not be seduced. ‘Treachery’ Event cards and ‘Informer’ Event cards negate all seductions. Note: If players agree, the following rule may be used: Any character that attempts a seduction and fails is automatically accused of wrongdoing.”

**38. OPTIONAL RULES, ADDITIONAL MONARCH’S COUNSELOR POWERS**—add “To use any of these additional powers, a Monarch’s Counselor must be in Fandonia.”

**38. OPTIONAL RULES, CLEMENCY**—add “A FARC Monarch may pardon a character accused of wrongdoing.”

**38. OPTIONAL RULES, BLACKMAIL**, before the last sentence—add “If the card drawn is the player’s DOWN WITH THE KING card, it is given back and another card is drawn instead.”

**38. OPTIONAL RULES** Add “**MARRIAGE** A PC who is married may take the spouse along when rolling on the Court Ball Table, the Fashion Table, the Socializing Table, and the Patronage Table. The player may then roll twice on the table as part of the same one activity.”

**38. OPTIONAL RULES, SHORTER GAME**—delete b.

**GAME TABLES, COURT BALL TABLE** Notes, \*\*—should read “Player may make a free counsel during his Player Turn.”

**GAME TABLES, INTERROGATION TABLE**—should read

- 2 — FAC Exposes Faction. The Player Must Designate His PC And Two FACs To Be Accused Of Wrongdoing. \*
- 3 — FAC Exposes Faction. The Player Must Designate His PC And One FAC To Be Accused Of Wrongdoing. \*
- 4 — FAC Exposes PC. The Player’s PC Is Accused Of Wrongdoing. \*
- 5 — FAC Exposes Friends. The Player Must Designate Three FACs To Be Accused Of Wrongdoing (Cannot Be The Player’s PC). \*
- 6 — FAC Exposes Friends. The Player Must Designate Two FACs To Be Accused Of Wrongdoing (Cannot Be The Player’s PC). \*
- 7 — FAC Exposes Friend. The Player Must Designate One FAC To Be Accused Of Wrongdoing (Cannot Be The Player’s PC). \*
- 8 — Character Dies
- 9 — Character Implicates Self. Add One To Trial Table Dice Roll.
- 10 — Character Confesses. Add Two To Trial Table Dice Roll.
- 11-12 — Won’t Talk. No Effect.

\*If the character being interrogated is a NC, treat this result as No Effect.

Note: The respective player may choose the order in which PC/FACs are accused of wrongdoing.

**EVENT CARDS CHART** Key—the notes that follow \*\*\* and \*\*\*\* should be exchanged.

## AREA TOP 50 LIST

Rank	Name	Times		Previous Rank
		On List	Rating	
1.	K. Combs	26	2660XOT	1
2.	B. Dobson	1	2392RJQ	—
3.	D. Garbutt	24	2188EHL	2
4.	B. Sinigaglio	11	2118FHH	4
5.	D. Burdick	25	2112FDM	3
6.	P. Kemp	20	2034EEI	—
7.	P. Siragusa	19	2026CFH	5
8.	L. Kelly	19	2021VVZ	6
9.	J. Kreuz	20	2016FGK	7
10.	J. Zajcek	29	2004HJQ	9
11.	D. Barker	33	1997GHM	11
12.	F. Preissle	23	1982KLW	16
13.	M. Sincavage	15	1979DEI	12
14.	J. Beard	15	1961FFM	10
15.	F. Reese	6	1906GDE	15
16.	B. Remsburg	9	1899FGM	17
17.	J. Sunde	1	1880JJR	—
18.	R. Leach	28	1874HLR	13
19.	J. Anderson	2	1859CDE	18
20.	P. Ford	6	1850ECK	20
21.	S. Martin	19	1836FHK	40
22.	W. Scott	22	1834IHR	23
23.	R. Phelps	7	1819EFL	29
24.	P. Flory	2	1818CEG	22
25.	D. Giordano	6	1802CEG	24
26.	K. Blanch	28	1799HJN	26
27.	T. Oleson	35	1799VWZ	8
28.	R. Hoffman	12	1798EGL	25
29.	N. Cromartie	11	1796GGN	44
30.	D. Munsell	21	1795FEI	33
31.	I. LeBouef	14	1781IJS	34
32.	C. Olson	9	1778DEJ	19
33.	R. Beyma	1	1774CCD	—
34.	C. Wannall	2	1774GJN	49
35.	B. Schoose	6	1772EGK	31
36.	R. Rowley	8	1767FHM	48
37.	F. Ornstein	9	1759FGK	27
38.	F. Sebastian	21	1758FHN	35
39.	E. Miller	12	1754GJO	37
40.	C. Wyatt	2	1745CFG	41
41.	B. Salvatore	3	1737FIM	—
42.	J. Mueller	5	1735SLZ	38
43.	R. Jones	2	1733DGJ	46
44.	D. Greenwood	26	1729FFI	36
45.	W. Knapp	20	1728JLS	42
46.	S. Heinowski	1	1726DGK	—
47.	B. Downing	15	1724EHK	43
48.	J. Junter	1	1721DFH	—
49.	R. Zajac	6	1719FGH	45
50.	D. Eisan	1	1704GDG	—

## MEET THE 50 . . .

Don Robert Munsell is 35, married and father of three, and is a student at Senior Georgia Tech in Marietta, Georgia.

**Favorite Game:** Squad Leader series

**AREA Rated Games:** SL, COI, COD

**AREA W-L Record:** 29-0

% Time PBM: 60%

**Gaming Time/Week:** 8 hrs.

Play Preference: FTF

**Hobbies:** tennis, archery, hunting and fishing

**Pet Peeve:** The small group of people who have neither the ability nor emotional maturity for AREA play.

When asked on improvements he would like to see in the hobby, Mr. Munsell was quite vocal:

“Wargaming is still in an infant state and has a long way to go before we can start having tournaments of the same level as chess. The single elimination tournament is easy to manage, but it in no way reflects the ability of the winner as the best in the game. For example, I played in a Panzer Leader tournament where the winner was a player of average ability who, by the luck of the draw, played a complete novice and crushed him thoroughly due to the novice’s failure to understand the rules. This situation could easily be corrected by making the tournaments round robin. Winners would play winners and losers would play losers. Ties would be resolved by totaling the ratings of the players defeated and subtracting the ratings of the players who beat you; the overall winner would be the player who beat the best players. Each player would have more fun because he would be playing people of his own ability; and he would get more for his money by playing whether he won, lost or drew the first and following rounds. This would make the word ‘Champion’ more than just an empty title.”





# TOBRUK DEFENDED

By Hal Hock

I have reviewed carefully the article in Vol. 18, No. 2 by Lorrin Bird concerning some of the technical aspects of my *TOBRUK* wargame of 1975 and believe that there are responses in order for the consideration of him and his group, as well as for the rest of *THE GENERAL*'s readership. In this article I present these comments, keyed in order to Mr. Bird's major points, and hope that they satisfy the concerns voiced in the article that parts of the game have been overtaken by time.

Overall, I believe that everything in the article was carefully thought out and as clearly presented as can be the case when extremely complex physical phenomena are involved. I'm sure that there are thousands of *TOBRUK* players who have conducted similar analyses with the same conclusions resulting. Therefore, this letter is considerably more detailed, for their benefit, than have been numerous similar letters and articles published in *THE GENERAL* as well as in other magazines since the game's appearance back in 1975. This detail will hopefully answer a number of the technical questions undoubtedly still asked by the majority of these dedicated players. Let's first respond to Mr. Bird's lead-in comments that much of the game has been overtaken by recently available new miniatures rules and is therefore not "state of the art".

The data sources used in *TOBRUK*'s design between 1972 and 1975 were the detailed and complicated analyses of the weapons and tactics prevailing during the early war years which were compiled by various organizations during and after the war. Noteworthy of these organizations were the U.S. Army Ballistic Research Laboratories (BRL), still influential in Army research to this day, and the National Defense Research Committee (NDRC) of the wartime Office of Scientific Research and Development which was the model for the current all-service weapons analysis community, the Joint Technical Coordinating Group (JTTCG) for Munitions Effectiveness (JME), Aircraft Survivability (JAS), etc., which generates and disseminates standard guides for weapons effects used throughout the US and Allied armed forces. The BRL and NDRC documents generated and issued during the war were, of course, classified at the time. However, enactment of the General Declassification Schedule has allowed the general public access to these materials provided they know where and what to look for. I was fortunate at the time of the game's design, and since, to have knowledge of and access to BRL and NDRC reports without which *TOBRUK* could not have been designed, unless I resorted to "war movie" guesswork as have numerous other game authors before and since. As a result, each game system in *TOBRUK* (armor vs. armor, infantry vs. infantry, etc.) reflects state of the art thinking as it existed during and shortly after the war. Inasmuch as few serious analyses (that is—by military professionals) of wartime tactics and technology have occurred since then, it is not at all realistic to assert, as Mr. Bird does in his article, that recently available miniatures rules supersede those in the game. Generalities, however, are easy to make. Therefore, let me elaborate by responding in detail to each of Mr. Bird's comments and document my responses. I appreciate your statement in the lead-in to his article about my "... impressive credentials ..." but, as well as you know, I never have resorted to resting on these laurels and will not here. Let's let the numbers speak for themselves.

**The '88' Phenomena:** Mr. Bird is absolutely right; the probability of a ricochet by an armor-piercing projectile is a function of both its raw striking energy as well as the thickness of the plate which it is attacking. In designing *TOBRUK* we, of course, understood this from the beginning but found no realistic way of reflecting the effect except by providing to the gamer, not just one "Area Impacted" table for each armored target, but a separate table for each threat which that target might face at each range which the target might be threatened. It takes little imagination to realize that the resulting hundreds of tables, easy enough to generate via computer but prohibitive to include in a manual wargame where such assist is not available, would realistically never be published. We provided many such tables to Avalon Hill but mutually concurred that publishing them would be unworkable. I include below an extract from one such table, the one prepared for the US M3 "Honey" frontal aspect which Mr. Bird finds of particular interest, and, as can be seen readily, the complexity is pretty intimidating. The numbers in the table take into account all of the aspects which could affect ricochet such as projectile type, armor hardness, and the effect of rounding the armor, as was done on this vehicle for both the lower hull and the gun mantle, and, as can be seen, ricochet probabilities vary significantly from weapon to weapon. Our solution to this problem was to publish an Area Impacted table for each vehicle which contained ricochet probabilities which were "weighted" to reflect the relative probability of being attacked by each threat weapon, a probability which we assumed correlated to the number of each weapon present in the area at the start of the Gazala battles on 26 May 1942. These numbers and the corresponding weight given to each weapon are on the table. It can be seen easily that, for example, the contribution of the "88" to the M3 Area Impacted table is only 14% of that of the 47mm(1).

This is not a perfect solution obviously and we welcome any innovative methods such as described in Mr. Bird's article provided certain inflexible rules from BRL are not broken. These well-documented (such as in BRL 827 "Distribution of Armor of the M48 Medium Tank", BRL 829 "Ar-

mor Distribution of the JS III Tank", and BRL 934 "Terminal Effectiveness of Various Projectiles Against the M48A1, TL7C, and T95 (1Xa1) Tanks") rules boil down to three basic guidelines:

- Armor sloped at 70 degrees or more from the vertical cannot be penetrated by any projectile
- Edge-on armor cannot be penetrated
- Roadwheels and external components are not vital when struck but add to the overall protection of the vehicle

With these guidelines in mind, the M3 is not indeed, as Mr. Bird claims, completely vulnerable to the "88"; some areas of the tank will resist hits by even this threat. The front glacis plate (about 17% of the total frontal area) is laid back 68 degrees from the vertical and so, giving the doubt to the target, cannot be penetrated by BRL's rules. Also, the front part of the turret roof and at least one side of the turret when it is not centerlined display at least 70 degrees obliquity when attacked from the front. I won't ask Mr. Bird or anyone else to take my word for this, but I would ask him carefully to mensurate good photos or drawings of the vehicle and judge for himself. I'm sure that he cannot disagree that, according to the BRL rules, about 26% (17% glacis, 5% turret, 4% edge-on armor) of the vehicle's front cannot be penetrated by any threat at any range. In designing the game, we conducted such a careful evaluation of every vehicle which, coupled to the weighted ricochet probability discussed above, then resulted in the Area Impacted tables published. These tables obviously slanted the vehicle's protection towards its most prevalent threats and thereby reduced the lethality of its more dangerous opponents and increased the lethality of those which were less threatening. We accepted this philosophy for the simple reason that the more lethal threats probably would kill anyhow and, therefore, such slanting would not seriously affect the game's play. To illustrate this point let's look further at the "88" phenomena which Mr. Bird seems so interested in.

Let us assume that an M3 vehicle is being attacked by an "88" at 1000 meters' range and that the "Honey" is neither dug-in nor moving. The basic probability of an effective (e.g. on the hull,

Plate Struck	M3 "Honey"				Number on 5/26/42	Weight
	FUH	Percent Expended Ricochet FLH	FTUR	GM		
Weapon						
7.92mm ATR	—	—	—	—	108	.52
20mm Solo.	50	—	—	—	60	.17
20mm KwK/Fl.	67	—	—	—	96	.28
20mm Breda	67	—	—	—	80	.23
28/20mm APCNR	17	50	50	50	10	.03
37mm APCBC	50	—	75	—	78	.22
37mm APCR	50	58	50	75	(10)	.03
47mm(t) APCBC	0	84	33	92	30	.09
47mm(t) APCR	50	50	50	50	(4)	.01
47mm(i) AP	0	92	50	—	348	1.00
50mm s. APCBC	0	92	42	—	261	.75
50mm s. APCR	50	50	50	50	(34)	.10
50mm l. APCBC	0	83	42	92	119	.34
50mm l. APCR	0	0	0	33	(15)	.04
75mm s. APCBC	0	—	92	—	41	.12
75mm s. HEAT	0	0	0	0	(2)	.01
75mm l. APCBC	0	25	0	50	9	.03
75mm(i) AP	0	—	58	—	160	.46
76.2mm APCBC	0	17	0	42	195	.56
76.2mm APCR	0	0	0	0	(25)	.07
88mm Fl. APCBC	0	8	0	25	48	.14

"—" = no perforation possible

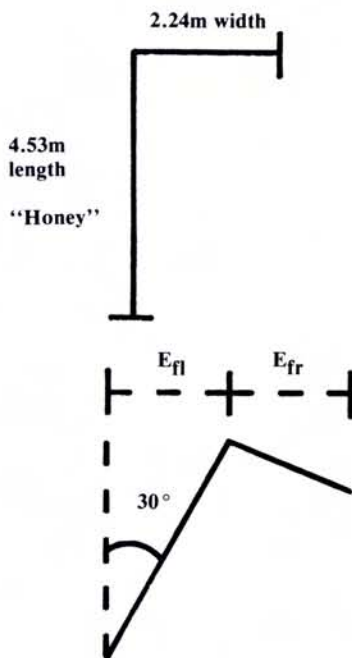
( ) = amount of APCR ammunition allocated to that weapon (13% in all cases)



turret, mantle, or ring) hit is only 23% per shot. However, since the "88" fires three shots initial and seven upon acquisition, the combined probability jumps to 54% and 83% respectively. At the time of *TOBRUK*'s design I, and the many people who assisted in the game's development, believed that this overwhelming lethality effectively counterbalanced the unrealistic weighting of the Area Impacted table for the "Honey" towards the more likely threats. Although a compromise, we felt it adequate, especially for a commercial wargame, but have always been open to suggestions for improvement. Mr. Bird's solution, I believe, does not provide such improvement although his very offering of it displays an extraordinary grasp of the complexities involved.

Before leaving this topic one further comment should be made about one of Mr. Bird's points, that of the effect of sloping armor's greater resistance to penetration. He cites "field manuals" for the percentage of extra effective thickness sloping provides and I have no argument with the numbers in his article. In *TOBRUK* similar numbers, drawn from BRL 827, were employed to evaluate the angle of obliquity, not just in the vertical plane, but in the horizontal plane (reflecting vehicle facing) as well. A computer program called IMPACT was employed for this evaluation, as described in the Designer's Notes, and it was fed with the following slope "bonus" factors taken from BRL 827 which, although the document dates from 1954, are still valid today.

**Target Aspect Definition:** In this section Mr. Bird argues with the *TOBRUK* assumption that the frontal aspect of a vehicle subtends 60 degrees and offers several alternatives. Although I can see his reasoning, I disagree completely with changing what's in the game for a very simply trigonometric reason which, I believe, outweighs his argument. The basic fact is that, for almost all vehicles of regular proportions, turning a vehicle 30 degrees away from centerline results in more flank exposure than front. Let me show this by use of the M3 as an example;



Simple trigonometry states that the value of  $E_{fl}$ , the exposure of the "Honey's" flank, is  $4.53 \sin 30$  or 2.27m. The value of  $E_{fr}$  is similarly found to be 1.94m or less than that shown by the flank. I can see no justification, with these simple facts in mind, for

Projectile Type	SLOPING BONUS (%)						
	Angle of Obliquity (degree)						
	10	20	30	40	50	60	70 and above
AP	15	34	60	79	102	142	Infinite
AP capped	4	12	25	50	106	150	Infinite
APCR	5	12	32	74	161	268	Infinite
HEAT	2	6	15	31	56	100	Infinite

accepting Mr. Bird's premise that a smaller flank definition needs to be played in the game. His contention that a 120 degree-wide flank sector also allows up to 60 degree obliquity hits is, of course, correct, but in designing the game we allowed for the bonus provided by such obliquity through exactly the same procedure for producing Area Impacted table entries described above. In doing so we consulted the appropriate BRL publications (BRL 590 "The Range and Angular Distribution of A.P. Hits on Tanks" and BRL 702 "Terrain and Ranges of Tank Engagements") for data on the relative percentage of hits as a function of attack azimuth and factored these data into the tables as well. Mr. Bird's suggested alternatives would not include such information and, accordingly, I cannot support them.

**Suspension Hits:** In this paragraph Mr. Bird implies that the track immobilization of probabilities in *TOBRUK* are "... simplified version(s) of the truth ..." and suggests an alternate approach. In response, I can only say that we evaluated the exact track mechanism of every game vehicle available at Aberdeen Proving Ground for the parameters which give a TR hit in play and possible M-kill. These parameters included the exposure area of vulnerable track components (drive wheel and idler axles and track link connecting pins) as well as the thickness, and thus relative ease of breakage, of each component. No assumptions about track vulnerability were made in the game, contrary to what Mr. Bird asserts, and I therefore cannot at all agree with his recommendation that a different immobilization procedure needs to be included in the game. Tracks were in 1942, and are today, the most vulnerable part of armored vehicles and I believe this fact must adequately be portrayed in *TOBRUK*.

**High Explosive Tank Fire:** Again, I disagree with Mr. Bird's recommendation that some intuitive method be used to evaluate HE fire from tanks rather than what's in the game. Our evaluation employed, as described in the Designer's Notes, the DoD-wide approved JTCG/ME methodologies for calculating HE effectiveness utilizing the best available data on the munitions involved and I can't see where he provides a better approach, even if there is, indeed, "... quite a bit of logic ..." on his side. In my mind, logic or intuition simply fails to stand up to careful hard analysis.

**Armor and Shell Revisions:** Any *TOBRUK* player is perfectly free to select from the many sources of WWII anti-armor weapon effectiveness data and come up with whatever damage ranges he likes, but in doing so, I would advise using the same procedures we used in designing *TOBRUK*. Simply stated, these procedures are as follows:

- Find the best weapon test performance data available. We used the numbers in the classic NDRC 1946 document *Effects of Impact and Explosion* supplemented by data from the technical library at FT Sill.

- Insure that the penetration data used are for actually perforating the target, rather than for merely penetrating to a depth in an infinitely-thick block of armor which was the standard (Army Ballistic Limit criteria) measurement process used during the war. A rough rule-of-thumb is that about one-eighth of the diameter of the attacking projectile is enough.

- Make sure that enough residual penetration exists after perforation to insure a kill.

Although Mr. Bird claims that he and his group did some research to arrive at the modified damage ranges he suggests, he makes no direct references nor does he discuss procedures employed to calculate them. Accordingly, I can make no informed comment about the numbers other than to say that they differ from what appeared in the game and I, therefore, must disagree with them knowing that the game ranges were computed with each of the above procedural steps taken fully into account. I would ask, incidentally, for Mr. Bird to go back to his evaluation of the lethal range of the 50mm long vs. The Valentine, include the above steps, and see if, indeed, the target was vulnerable to beyond the 225 meters now in *TOBRUK*. I would be very surprised if it was.

**Rate of Fire:** In the game expansion article which appeared in Vol. 13, No. 4, I discuss at length why the rates of fire in the game are as they were published. This issue is not currently available but Avalon Hill will provide photostats of the article for interested readers at \$1.00 per page. I have no objection to what Mr. Bird says in this regard with one exception. The answer to his question "... why not roll once but allow for multiple hits?" is that:

- This would not provide for a shot-for-shot duel which characterized so many desert engagements (please, please read *Tank These Men*)

- This would force wastage of ammunition which, especially for the German with his APCR, would be unrealistic

I like many of Mr. Bird's ideas in this paragraph but going away from the shot-by-shot play would, I believe, hurt the game more than it would help. Someday, however, someone will come up with a workable solution to the "sore wrist" problem.

**Visibility:** I agree completely with Mr. Bird's suggestions and, in the *GENERAL* article referred to above, made similar ones myself.

**Range Measuring Ruler:** Good idea.

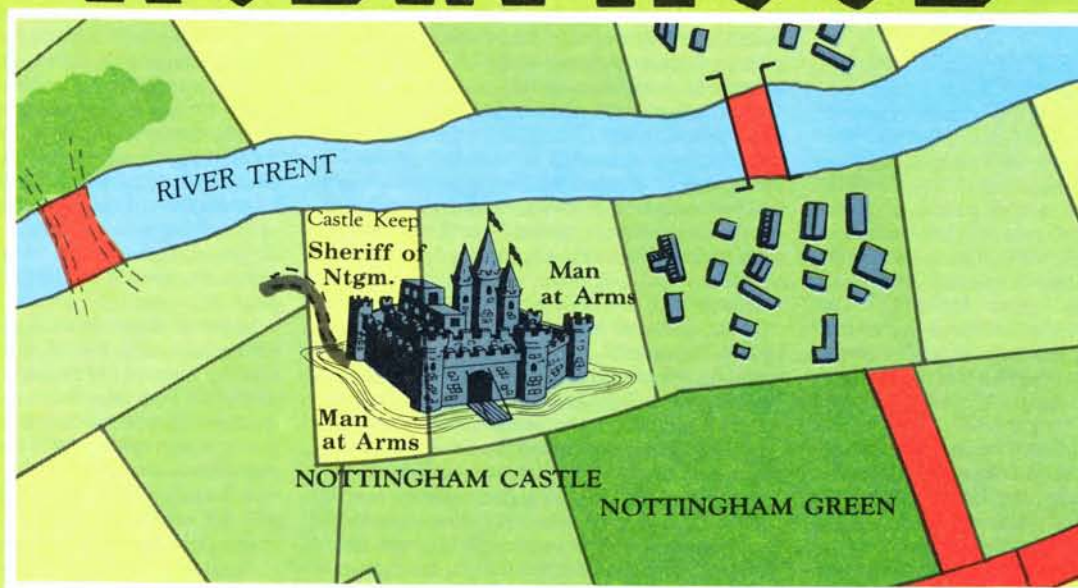
**Machine Guns on Tanks:** I don't care if *TOBRUK* is, as Mr. Bird claims, one of the only WWII game systems which gives the coaxial MG in vehicles more power than the MG in the hull because this simply is the truth. The coax has a circular field of fire, is above the dust and severe heat shimmer zone which plague hull MG's, and, most important, is aimed by the gunner or commander using the same sight assembly which directs the main gun. These advantages are so pronounced, I believe, that any system which reverses this relative advantage in favor of a hull MG simply is wrong.

In summary, I think that Mr. Bird's comments are thoughtful and thought-provoking. Some of his ideas are excellent and should make improvements to *TOBRUK* but others appear to have been based on intuition. Coupled to good judgement, intuition, naturally, has a valuable place in every game design. When hard data exist on a subject, however, such as those I have provided directly or by reference here, I believe that intuition must stand aside, even when the results may not be "intuitively pleasing". Some aspects of *TOBRUK* definitely are not pleasing in this way but no one yet, to include Mr. Bird, has convinced me that they don't do a good job of representing the real world of 1942 desert war.





# The Legend of ROBIN HOOD



One  
Mark



One of the most well-known tales in the history of literature comes alive in Avalon Hill's new strategy game for two players, **The Legend of Robin Hood**. The setting is 12th century England, before the signing of the Magna Carta, as the daring outlaws of Sherwood Forest oppose the Sheriff of Nottingham, Sir Guy of Gisbourne, and the evil Prince John. In the absence of King Richard, it is a land beset by the oppressions of nobles and clergy whose only concern is their own well-being. As Robin Hood, you must enlist the support of the local populace (including Little John, Will Scarlet, and Friar Tuck) and rob the rich to give to the poor. As the Sheriff of Nottingham, you must insure the safe passage of the wealthy through the area, tax local villages to raise money, capture and hang the outlaw leaders, and help to prevent the return of good King Richard from the Crusades.

In a typical Game-Turn, Robin Hood will move his forces from area to area, trying to best position them for recruiting new units and ambushing travelers passing through Sherwood Forest. The Sheriff Player will position his forces in an attempt to protect the travelers and possibly trap and capture the outlaws. Battles occur when both Players have forces in the same area, and are resolved by die rolls representing Archery and Melee Combat.

**The Legend of Robin Hood** contains a colorful map of the area around Sherwood Forest, 100 playing pieces, a rules booklet, and a six-sided die.

**PLAYING TIME:** 2 hours

**COMPLEXITY RATING** (from 1-10, 10 the highest): 4



**The Legend of Robin Hood** is available for \$6.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.



Sirs:

Just received my Jan/Feb issue of the *GENERAL* and thought I would send some input your way. Seeing that Mr. Greenwood gets most of the attention, I figured I would give him a break, and let someone besides the editor know just how I feel about the magazine.

First off, I would like to thank you guys for getting the ORIGINS List of Events flatter out amongst the gamers before it's too late. For it was nearly a year or so ago that I can recall looking for news on the convention to no avail—a frustrating failure in all my attempts. Last year the flatter was bound in my issue of the *GENERAL* that arrived a week after I had returned from the con. At least this year I'll have a little time to prepare for the "gala event".

I also came to notice the new heading lay-out for the cover . . . I think it looks great! Far more professional than the old stars and block type in the upper left-hand corner. Good Job . . . And the final draft of my particular issue looked extremely pro-line.

Now for some controversy (or enough of the smooth talk) . . .

Being a wargamer for some seven years, I learned a long time ago that you can't purchase a game just because you like the packaging. I must read some sort of review to really "spark" my interest enough to go out and invest in it. And, I don't mean just new games either. There are a lot of older games established that people just don't know about. Minor companies trying to get established have great difficulties getting their product recognized. I feel it is a (wargames) magazine's responsibility to let the gamers (read: "buying public") know that other titles and subjects are available and do exist in the world at reasonable prices. I feel your 'zine should broaden its reviews to cover other companies. Sure, you are trying to market your products, or tell someone that there are more units available for their already overflowing counter mix for *THIRD REICH*, and you are certainly entitled to this—it is your magazine. Don't get me wrong. Reviews of your products are interesting and written very well. But I feel that, after seeing so many reviews on *ANZIO*, the tenth or eleventh one could have been a review on new or "semi" older material—and I would have enjoyed it more. This idea would also widen your variety of readers. You may wonder why "Fire and Movement" constantly wins the "award" for best conflict simulation magazine. Obviously, they pertain to the entire spectrum of the wargaming industry, thus attaining a wider readership than the *GENERAL*. Of course, "Fire and Movement" doesn't have any games of its own to support.

Gamers are constantly looking for new games to include in their collections—but often only resort to the reading of the game box to get them down into their pockets. You have a perfect method for rectifying this. Thanks for your time, and keep up the good work.

Tom Pierik  
Blue Jay, California

Mr. Pierik seems to be laboring under some misapprehension. The editors are satisfied with producing a fine periodical, professional in its graphics, style and content. This is the goal to be strived for: the approval of our discriminating readership, not any "award"—useful only for collecting dust, holding papers down, and killing roaches. The *GENERAL* is, and always will be, intended for the astute players of the AH line of games, not the amorphous "wargaming public". (I will forgo any comments on the "public" until another time.) These pages represent the only periodical solely devoted to these games, aiming to inform, enlighten and entertain the many who play them. There are certainly enough magazines available to provide the buyer with "reviews" on the broad spectrum of games flooding the market. We refuse to accept a responsibility foisted on us; our responsibility is, and remains, to the thousands who continue to subscribe to the *GENERAL*. We will provide them with what they paid for—the finest forum on the finest games available.

There is a further, practical, facet to this topic. The staff strives to insure that the *GENERAL* maintains the highest standards in the field, and this includes the accuracy of every line printed. We are not error free, but we labor mightily to be. It would be patently unfair to ask the designers and developers of AH to interfere with their projects to a still greater extent by taking on the task of reviewing the products of other firms in the industry. Worse would be to accept contributions on such games from outside authors. The editors of this magazine already

## Letters to the Editor . . .

*strain to insure that all material on the expansive AH line in these pages is accurate; to accept this responsibility for a few hundred unfamiliar games is asking us to perform a Herculean task, which would all too soon degenerate into frustration and futility.*

*So, expect no changes in these pages. We will continue to bring the best in variants, analysis and strategy on Avalon Hill's fine line of titles, exclusively.*

★★★★★

Dear Editor—

The subject I would like to address is the realism versus playability debate. I guess you could consider me a so-called realism "freak". So it was with much amusement that I read Mr. Cross's letter in Vol. 17, No. 3 and the responses it engendered.

I feel that realism in a game is very important. By realism, I mean historical accuracy. I play wargames primarily to recreate what happened historically. In other words, I'm into recreating the event as it happened. No, I don't want to smell seared flesh and hear the screams of dying men. What I do want is an accurate map, order of battle and rules that are realistic. And since I play most of my games solitaire, I'm not as hung up on play balance as most gamers are. Not that play balance isn't important, because it is. But, making a game balanced by resorting to mythical orders of battle and rules is absurd.

Also, I do not feel that more realism makes a game less playable per se. What makes a game unplayable is a designer who tries to include so much detail that he overburdens the players needlessly. A good designer knows what is important in a game or particular situation, and what's rubbish.

I would now like to move on and come to the defense of "monster games". Most of what I have read in *THE GENERAL* concerning these games has been negative. In fact, I get the distinct impression that there are a lot of readers who are opposed to their very publication. I currently own three "monsters", of which one is *THE LONGEST DAY*. I will agree that for the average gamer these simulations take up too much space, and can be lengthy undertakings. But, what irritates me, is that a lot of people criticize these games without ever having tried to play one. In my opinion, *THE LONGEST DAY* is one of the best games you've ever published. I own both *SQUAD LEADER* and *CROSS OF IRON* and compared to the *LONGEST DAY*, *SL* and *COI* are far more difficult to play and more complex. The mapboard of *THE LONGEST DAY* is beautiful, the counters and the game system are innovative and the rules easy to comprehend. But unfortunately, a lot of gamers are going to be scared off by the size, price and the constant criticism. The point I'm trying to make is, let a game stand on its own. If a person doesn't like a particular type of game, then they shouldn't buy it. But these amateur reviewers will lead AH, and many would-be purchasers who could appreciate the games, to the erroneous conclusion that quality, accurate "monster" games are not what we want.

Ed Kovach  
South Bend, Indiana

For Mr. Kovach and Mr. Beard (whose letter follows), as well as the many others who have found TLD to their taste, Mr. Burnett's fine article in this issue is long overdue. I, for one, have many fond memories of the large-format, extended-play type of game; I've played a number of them over the past couple of decades—providing hours of enjoyment, and frustration. *THE LONGEST DAY* is a model of the type: accurate, balanced, playable, with a simple and elegant system of rules that others would do well to emulate. I cannot say that AH will ever produce another "monster"; but, should one as near perfect as TLD appear on our horizon, I will certainly urge that it be nurtured in the environment that produced TLD in the hopes that it will grow to be a game as worthy of respect by this fraternity as its elder sister.

★★★★★

Dear Sir:

Even though I could be described as a buyer of games regardless, with the appearance of *TLD* I was forced to take a sharp look at my finances—and the economy in general. \$65.00!!! (Gaspings of horror from stage right.) Here I was, the average weekend gamer faced with an awesome choice: to buy or not to buy. Not being a "monster" gamer (I thought that was confined to Loch Ness), the decision making was long and complex. Eventually, I took the plunge and decided to forego the yacht for another year.

The game components are marvelous; the board overwhelming. Then another problem arose: who to play it with? My usual opponents ran shrieking after I showed them the counters. So for a long while, *TLD* languished on my shelf—which after spending my life savings was a bit silly. Eventually (happy ending) I did find someone who also owned *TLD* and I was away. After a few goes at Mortain, Falaise and Normandy, it was on to the biggie—the Campaign Game.

Ecstasy! *TLD* immediately rockets to the top of my all time Hit Parade. This game is great and every aspect is thoroughly enjoyed by all who play. But, that oracle of wisdom, the RBG, did not agree; and, what's this, a snide little review tucked away at the back of the *GENERAL* above the RBG, obviously inserted by either "Roll-a-Six" Greenwood or "Fantasy" Moon.

This has, finally (cheers from the wood), brought me to the point. The game—to the best of my knowledge—was first advertised in the July/Aug issue (so you probably got it in October). Presumably the game gets to the retail stores around the same time. So, let's say the game is generally available in November. Now, the RBG insert was in the Nov/Dec issue which arrives in February, and the collated results were published in the May/June issue. Therefore, people had three to four months to play the game and return their views.

In correspondence with Jim Burnett (I'm mentioning your name in a good cause, Jim) and from my own experience, a turn takes two hours to play. Therefore, if you play 16 hours a week, you'll finish the campaign game in three months. Note that this doesn't include time for learning the rules, waiting for the game to arrive in local stores, or playing the short scenarios. In other words, *TLD* wasn't reviewed by your respondents at all! Your probably small sample sent in guesstimates based on one, possibly (just possibly) two, playings of the campaign game. In other words, the RBG for *TLD* is totally worthless.

For people who don't like lists and don't look at the RBG, all this must seem like tendentious BS. To me however, it does raise some points. There are some people out here—I know not how many—who will be influenced by the RBG and that little RBG comments box. They will be wrongly influenced into thinking *TLD* a botched job. It most definitely isn't.

And, with the departure of Messrs. Reed and Milligan, exactly who is left within AH to stick up for this, and other future, homeless monsters? Messrs. Greenwood and Moon? To anyone else out there who likes these games, for God's sake write and let AH know. If games that size are not your scene, I can understand. But, please don't be put off by the back door criticism that seems to be occurring. Write and give *TLD* a fair review. Otherwise, AH monster games will have consisted of nothing but one brilliant fling.

Steve Beard  
Gardena, California

Mr. Beard raises an interesting point. Not on *TLD*; here we most heartily concur. But on the RBG, that paean to popularity. Mr. Beard's point of view, while not unheard before, is certainly well taken. The RBG is flawed; not seriously, but it is commencing to show its age. It may well be that the time has come to undertake a full resurvey of the AH line of fantasy and conflict games, since such does affect our policies by drawing attention to our readership's collective taste. Should you, the readers, be vocal in your interest in such a revamp, the editors will attempt to compile a comprehensive RBG survey to be run in a future issue.

★★★★★

Dear Sirs:

In Volume 18, Number 3, Robert Calcaterra offers several rules changes to make *VITP* more realistic. In doing so, he (and everyone else who has ever written on the subject in your magazine) fails to discuss the single least realistic feature in *WAS* and *VITP*: the disable result.

The disable result on a ship does two things: it prevents the ship from firing again that turn, and it protects it from further damage (except air raids). The first result is understandable; the second is not. There is no way that damage to a ship will enable it to outrun faster pursuers.

While there are numerous examples of ships withdrawing from a battle (or, more rarely, a campaign) because of damage or accident, there is simply no case of a ship evading hot pursuit because of damage. (Boise, a light cruiser, tore her bottom open on Turn 2, and missed being destroyed in the battles around the Java Sea, but at that stage in the campaign any ship could have been withdrawn—it was as if she had not been played there in the first place.) My suggestion—which has not been playtested—is to allow the firing player to select whether a disable result takes effect or not.

Another problem is the lack of defense against air strikes. The optional airstrike rules look promising, if flawed. In the first phase of the Battle of the Philippine Sea, the American fleet sat tight and destroyed the Japanese aircraft as they arrived. If using that optional rule, the American should be able to rebuild air groups without penalty. Only the Japanese ever took months to rebuild lost air groups.

Another questionable point is the hordes of American light cruisers, which were generally as large as the heavies, and generally used about the same. (I exclude the old *Omaha* class, and the anti-aircraft cruisers.) If a carrier can get a gunnery point for twelve 5" guns, why can't a cruiser for twelve or fifteen 6" guns? At night (when most of the surface battles were fought), a light cruiser would be more effective than a heavy of the same size, as the rapid fire (and additional guns) would make up for larger shells; and the range advantage of the heavy cruiser would be unusable at night. The 6" shells would not have the punch of 8" ones, but 8" shells could not penetrate good battleship armor (say, a rating of four or better) anyway. Only when firing on ships with an armor factor of three would 8" shells penetrate and 6" shells be stopped.

Finally, the *VITP* victory conditions are unconvincing. The war in the Atlantic was subsidiary to the land war, and thus the accumulation of POC represents the effects of the U-boat campaign on Britain and the surface blockade on Germany. In the Pacific, however, the main war is being represented and the large land campaigns (China and Burma) were sideshows. Japan was defeated by the United States in the Pacific. The POC counting for *VITP* makes about as much sense as counting up objective hexes each turn would be in *THIRD REICH*. In that game, it does not matter how many objectives you can overrun during the middle of the game; it matters only how many you can keep until the end.

Until these four points are successfully addressed, I will continue to regard *VITP* as an enjoyable game with a good deal of strategic resemblance to the real war. In the meantime, adding details like damage control and shore bombardment will only slow down the game without adding any noticeable degree of realism, just as *STALINGRAD* could not be made to equal *RUSSIAN CAMPAIGN* in realism by juggling the replacement rates and adding the Luftwaffe.

David Thornley  
Minneapolis, Minnesota

Your assumption (shared by many others) that a disabled result must simulate damage sustained in an attack is a fallacy. The "disabled" result is somewhat of a misnomer in that it could stand for any random event that causes the unit involved to miss further action. Perhaps a submarine attack missed the target, but was detected and caused that particular vessel to change course long enough to miss a chance engagement at sea in a later battle. Granted, damage sustained which causes a ship to leave the scene of a battle is the most likely event, but it is by no means the only explanation for a disable result. In short, the disable result merely symbolizes any random "fudge" factor which could remove a vessel from the all-powerful command control grip of the player and allows it to miss a battle due to the vagaries of fate. It is a design tool which makes *VITP* enjoyable as a game, where so many others have failed.



## STORM OVER ARNHEM

**8.32** May the maximum attack force be exceeded if the attackers are firing within their own area?  
A. No.

**11.2; Errata** Delete the words "even if no British units start the game in those areas" from the first sentence.

**17.3** Should the German receive armor reinforcements on two or three different turns, is the +1 DRM to the Random Events cumulative for each occasion?  
A. Yes.

## THIRD REICH

**15.62** Can the city receiving Free Siberian Transfer be in Axis ZOC?  
A. Yes. "Friendly" hexes are defined by "control" (7.12).

**16.7** May fleets in the US Box which have not initially deployed perform any naval duties?  
A. See 29.17. The restrictions there apply whether the fleets have initially deployed or not.

**21.4** Must a nation declaring war take an Attrition or Offensive Option against the nation being attacked, or can it make use of the last sentence of 19.2 to take a Pass Option?  
A. Yes; No.

**21.4** Does the revocation of DoW apply even if the interception of a seaborne invasion or sea transport mission by another enemy prevents the attacker from launching his attack against the new enemy?  
A. No.

**21.4; Errata** Add "during the Movement or Combat Phase" between "minor" and "or" in the first sentence.

**25.** Could Germany/Italy declare war on their own inactive minor allies?  
A. Yes. Any garrison units in the country would be temporarily removed until after the minor's forces have been set up. The Axis player may then replace any garrisoning units anywhere in the minor country not occupied by a minor country unit.

**25.6** Are Italian forces allowed within German Minor Allies before activation?  
A. Yes. "German" and "Germany" should be read as "Axis" throughout this rule, except that it is Germany, not Italy, who actually controls the minor's hexes.

**25.6** Is the 20-factor limit continuous or assessed only at specific points during the turn; i.e.: could a German player move more than 20 factors through an inactive minor in a turn?  
A. Yes, the 20-factor limit applies only to the end of the movement phase and player turn.

**25.8** Can Russia declare war on a garrisoned inactive German minor ally without declaring war on Germany after Fall 1941 or a German violation of the Polish Partition Line?  
A. No.

## THE QUESTION BOX

**46.3** How does the Axis player roll "or higher" than a 6; does this mean Foreign Aid recipients can get +1 DRMs for BRP grants rather than just cancelling out an enemy's BRP grants?  
A. No, delete "or higher".

## THE LONGEST DAY

**1.B.** How do I tell if a HQ is motorized?  
A. By the two dots under the flag bracketing the staff.

**11.D.3** Are halved strengths rounded up or down?  
A. Halves are retained. (Changed from the GENERAL, Vol. 17, No. 6.)

**IV.A.1.a.** Do the Allies get all Naval Bombardment factors each time?  
A. All 61 US and 163 British factors are available each non-storm turn except for rockets (which are available for 6 June only).

**IV.B.10.** Is the creation of field forts limited by the counter mix?  
A. Yes.

**IV.B.10.** May forts be constructed by a disrupted unit? By a unit undergoing replacement? By a remnant?  
A. No. No. Yes.

**V.B.5** May airborne units move in the turn they land (including the possible second airdrop —IX.A.)?  
A. No.

**V.C.2.b.** When do unopposed units land? May they be used for combat against adjacent strong-points? May successful combat by these units allow disrupted units to land?  
A. At the start of the combat phase. Yes. Yes.

**V.G.2.a.** May more than two be added to a die roll?  
A. Yes.

**IX.J.12.** Can a railroad artillery unit fire at any hex in range? Can it fire at landing boxes?  
A. Yes. No.

**Q.** Where is the British "Main" Landing Zone?  
A. Zone M.

**Q.** Do roads cancel the advance limit through towns and bocage?  
A. No.

**Q.** What size are HQ units for loss purposes?  
A. Battalion.

**Q.** What good are rockets (considering the minus one DRM)?  
A. Rockets are not affected by the minus one DRM.

**Q.** Can the German player strategic move through interdicted hexes?  
A. Yes.

**Q.** May artillery advance after combat?  
A. Only range one artillery.

## READER BUYER'S GUIDE

TITLE: STORM OVER ARNHEM

\$16.00

SUBJECT: Game of the WWII Battle for the Arnhem Bridgehead

The RBG survey ratings for *SOA* are surprising, mildly disappointing, and seemingly contradictory. Despite the consensus that the squad-level, area-movement game is elegantly simple, eminently playable, and blessed with one of the best graphics efforts expended on any game released this year, in the opinion of those who responded, *STORM OVER ARNHEM* is merely an average game in the Avalon Hill line—as shown by its 2.59 cumulative rating. This indicates a truism about the overall quality of the other titles in the RBG, the prejudices of the small sample of gamers who respond, or the validity of the survey.

Indicative of this are the ratings for Physical Quality, Mapboard and Components. While that for Physical Quality (2.51) is slightly better than average and that for Components (2.24) noticeably so, the rating for the Mapboard (2.93) is worse. It may be that the readers of the *GENERAL* have become traditionalistic in outlook, expecting the comfortable hex-grid system. Perhaps, a simpler explanation, it can be taken as a condemnation of Avalon Hill's new mapboard mounting methods, the replacement of rigid mapboards with the "semi-rigid" mounting designed to be more cost-efficient and to fit the bookshelf format so appealing to many gamers.

Whatever the reason, it seems unjustified for one of the most historically-accurate and eye-pleasing game boards on the market.

Equally disappointing are the ratings for Ease of Understanding (2.59) and Completeness of Rules (2.55). Graced with a rare brevity (nine pages), well-written and well-organized, one could not ask more from the rules of any tactical game on such a complex action. And, in view of the virtually errata-free rules (an admitted rarity), the reader evaluation for Completeness may well be off the mark.

Many of the new players of *SOA* seem to be suffering from the same pervasive feeling regarding Play Balance (2.97) that playtesters initially had. [See Courtney Allen's comments on this in his "Design Analysis".] This issue, with the Springsteen/Greenwood commentary and an incisive replay devoted to *SOA*, should redress their views.

The remaining ratings fit expectations. Despite the above, Overall Value of the game (2.24) is notably better than the mean, as is the Excitement Level (2.34). In short, in the collective view of our readers, *STORM OVER ARNHEM* is an exciting, quick-playing simulation of value to the casual gamer. It may be that, as time passes, they will find there is significantly more.

## AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5
2. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
5. CIRCUS MAXIMUS	2.27	2.53	2.13	2.93	2.27	2.33	1.13	2.26	2.14	2.28	11.6
6. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
7. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
8. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
9. FLAT TOP	2.42	1.74	2.51	2.37	3.85	3.00	2.56	1.81	1.81	2.11	106.9
10. WAR AND PEACE	2.43	2.37	2.32	2.54	2.34	2.56	2.61	2.54	2.29	2.32	17.0
11. FORTRESS EUROPA	2.44	2.21	3.29	2.57	2.50	2.64	2.43	2.35	1.93	2.07	44.1
12. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
13. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
14. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
15. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
16. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
17. STORM OVER ARNHEM	2.59	2.51	2.93	2.24	2.59	2.55	2.97	2.93	2.34	2.24	17.9
18. KINGMAKER	2.60	2.26	2.84	2.34	2.83	2.97	1.86	3.65	2.14	2.41	20.2
19. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
20. THIRD REICH '81	2.62	2.31	2.29	2.58	4.27	2.61	2.64	2.81	1.94	2.15	45.9
21. CAESAR'S LEGIONS	2.64	2.32	3.36	2.31	2.14	2.23	3.73	3.05	2.68	2.73	13.5
22. SUBMARINE	2.65	2.58	2.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
23. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
24. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	3.31	2.51	2.52	13.5
25. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
26. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
27. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
28. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
29. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
30. THE LONGEST DAY	2.83	2.23	2.60	2.40	3.20	3.53	3.30	2.28	2.80	3.15	17.1
31. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
32. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
33. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
34. GLADIATOR	2.88	2.84	4.00	2.47	2.89	2.63	2.79	3.05	2.53	2.74	4.6
35. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
36. FURY IN THE WEST	2.91	3.36	4.01	3.00	2.55	2.45	2.99	2.82	2.09	2.91	17.8
37. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
38. GUNS OF AUGUST	2.93	2.71	2.94	3.03	2.41	3.15	2.96	2.89	3.38	2.87	27.8
39. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
40. WIZARD'S QUEST	3.03	2.63	2.21	3.25	2.62	2.60	2.23	5.13	3.42	3.21	13.2
41. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
42. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
43. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
44. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
45. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
46. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
47. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
48. AIR FORCE	3.43	3.77	4.94	3.79	3.69	3.29	2.42	2.81	2.77	3.40	9.6
49. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
50. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
51. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
AVERAGE	2.77	2.59	2.88	2.56	2.81	2.74	2.93	3.11	2.57	2.65	21.4

COMING UP  
NEXT TIME



The prejudices of the readership were never more apparent than in the voting for Volume 18, Number 1. Garnering a final rating of 2.99 (the first below 3.00 since that of 2.79 for Vol. 17, No. 1), the issue obviously pleased the many fans of *SQUAD LEADER* and *THIRD REICH*. A better gauge than their constant listings at the top of the "So That's What You've Been Playing" column, the articles on these two games were ranked the eight best. The totals for all features, based on a random sample of 200 responses, are as follows:

SPANISH GAMBIT	437
BASIC ARMS & THE MAN	153
YET MORE POSSIBILITIES	117
OPERATION SEALION	97
THIRD REICH AT THE CLUB	78
THE NORWEGIAN CAMPAIGN	76
SQUAD LEADER CLINIC	65
DESIGN ANALYSIS	53
VARIANT TEN (RCX)	37
THE CLASH OF UNITS	31
THE LONE FOX	22
ADVANCED LEVEL RW AGAIN	18
REVIVING THE GHOLA	10
AH PHILOSOPHY	6

Bill Hughes joins the staff of Avalon Hill as assistant to Joe Balkoski. He should find the years of analytic studies that led to his Masters in Business Administration useful. And, his broad interest and comprehensive knowledge of the sports world should serve him in good stead. Expect to see much of Bill's fine brand of sports analysis reflected in the pages of our sister publication, *ALL-STAR REPLAY*, and in Avalon Hill's growing line of sports games.

From Mike Mills comes a copy of his *Zine Directory '82*, third in the series devoted to compilation of play-by-mail game magazines with an emphasis on multi-player diplomatic games. A yearly publication, updates are issued quarterly. This year's issue contains over 120 listings from ten countries. Readers can obtain a copy of *ZD '82* by sending \$.75 and a 9" x 6" self-addressed, stamped envelope to Mr. Mills, 47 Mayer Drive, Suffern, NY 10901.

Reilly Associates announces the publication of the first issue of *Variant*, a quarterly magazine to be devoted entirely to variants of established games. Premiering in March 1982, the periodical will be available at gaming/hobby stores and by subscription. Cover price will be \$1.50, with a year's subscription (four issues) available for \$4.00. The editors of *Variant* encourage submissions by outside contributors; payment upon publication of such will be at one cent per word. Those interested in subscriptions or submissions to "Variant" are asked to contact Reilly Associates, P.O. Box 17144, Rochester, NY 14617.

ORIGINS '82, despite the loss of SPI (long a principle supporter of ORIGINS) through sale to the non-attending TSR, looms as the biggest ORIGINS ever as the Eighth Annual National Adventure Gaming Show approaches. The largest exhibit facility ever to house an ORIGINS has been sold out with 132 booths leased to date, representing almost 100 different manufacturers. A wide variety of events not included in the Pre-Registration form have been added by late arrivals to take the place of the many SPI events which had to be cancelled when SPI was sold. July 23rd-25th looms as a major gaming extravaganza the likes of which may not be seen again on the East Coast for quite some time.

## Infiltrator's Report

Despite the recent demise of SPI, our informers tell us that many of the SPI events formerly planned for the ORIGINS convention will be held under the auspices of different sponsors. Paramount among the events which were saved in this way were the seminars by Colonel John E. Jessup, US Army (Retired) who is one of our top experts on the Soviet military. Among his many accomplishments, Col. Jessup has a PhD in Russian Area Studies and is President of the US Commission on Military History. He was Chief of Staff, III Corps, Vietnam, and lists 150 Eastern Front entries for Simon & Schuster's *ENCYCLOPEDIA OF WORLD WAR II*. He also directed the preparation of a 13 volume study on the Soviet Navy for the Secretary of the Navy, and enthralled no less than 300 attendees at ORIGINS '80 with his lecture on the 1973 Air War.

## CONVENTION CALENDAR

*THE GENERAL* will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available.

Avalon Hill does not necessarily attend or endorse these gatherings, nor do we guarantee that events using AH games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

### JULY 2-3-4

#### NANCON 88-V, Houston, TX

Contact: Nan's Game Headquarters, 118 Briargrove Center, 6100 Westheimer, Houston, TX 77057 (713)-783-4055. NOTE: Tournaments in *SL*, *AK* and *CM* among others.

### JULY 3-4

#### FIRST ANNUAL ATLANTA SQUAD LEADER OPEN, Atlanta, GA

Contact: D. R. Munsell, 2327 Dayron Circle, Marietta, GA 30062 (404)-973-6040. NOTE: Five round, round-robin *SL* tournament.

### JULY 9-10-11

#### ATLANTA WARGAMING CONVENTION, Atlanta, GA

Contact: A.S.G.A.R.D., P.O. Box 90952, East Point, GA 30364. NOTE: *SL*.

### JULY 23-24-25

#### ORIGINS 82, Baltimore, MD

Contact: Atlanticon, Inc., P.O. Box 15405, Baltimore, MD 21220. NOTE: The National Adventure Gaming Show including many AH sponsored events among a wide range of other gaming activities.

### JULY 24-25

#### KOMMAND CON '82, Mansfield, OH

Contact: Commanders Wargaming Club, P.O. Box 2235, Mansfield, OH 44905.

### AUGUST 6-7-8

#### TEXCON '82, Austin, TX

Contact: David Ladyman, 8028 Gessner #1805, Austin, TX 78753. NOTE: Tournaments in *KINGMAKER* and *SPEED CIRCUIT*.

### JANUARY 21-22-23

#### GUERNSEY CON '83/CONSPIRACY II, Kean College, NJ

Contact: Metropolitan Fantasy, Wargaming & Science Fiction Club, P.O. Box 1037, Denville, NJ 07834.

Latest news from the Metro Detroit Gamers is that the dates for Origins '83 have been finalized. MDG has announced that Origins will be held on the weekend of 14-17 July, 1983 in their fair city. Those interested in current plans for next year's convention are urged to contact the Metro Detroit Gamers, P.O. Box 787, Troy, MI 48099.

Kirby Lee Davis, author of "Reviving the Ghola" (Vol. 18, No. 5), writes to inform us of a change of address. Those with questions on this *DUNE* variant are urged to contact Kirby Davis at 425 South Heights Drive, Mustang, OK 73064. Do not forget to enclose a self-addressed, stamped envelope if a reply to questions is expected.

From the numerous correct entries for Contest 105, ten were randomly drawn. All matched the solution to the *THIRD REICH* problem posed exactly. The ten winners were: Michael Boyd, Houston TX; Michael Brophy, State College, PA; Claude Drong, Spring Grove, IL; Randy Hotchkin, Willowbrook, IL; Peter Lewis, San Francisco, CA; Douglas McBratney, Tustin, CA; Chris Roginsky, Bethlehem, PA; Robert Swanson, Minneapolis, MN; Christian Van der Beken, Darmstadt, West Germany; and Jon Vavrus, Pasadena, CA.

The solution for Contest 106 required careful attention to the situation as well as an excellent grasp of the rules and tactics of the *SL* system. Briefly, if skilled, the German player can insure a win by the following:

**Rally Phase** The German player uses his dice roll of "3" to create a leader in F5. The subsequent roll of "6" makes the leader a 6 + 1, which then rallies the squad.

**Prep Fire Phase** Two of the 4-3-6s and the MMG in G4 use sustained fire—on the 16FPF column, the result is a "9" (6 + 3), resulting in a 1MC. The Russians, down morale level, all break. The 8-3-8 then fires, also on the Russians in G6, with 16 FPF, resulting in another 1MC, which the Russians still don't pass and are consequently eliminated for breaking twice.

**Movement Phase** The remaining 4-3-6 in G4 that did not fire doubletimes to F7 via G5, G6 and G7.

**Defensive Fire Phase** The SU100 cannot hit the 4-3-6 without pivoting; but if it pivots, its modified dice roll is still not low enough. The only other possible target, the 8-3-8, will not be affected by the 1MC the SU would cause.

**Advancing Fire Phase** None.

**Route Phase** None.

**Advance Phase** The 4-3-6 can pass a pre-AFV morale check by rolling a "6", and so advances onto the SU100.

**Close Combat Phase** The 4-3-6 rolls the automatic "6", modified by -2 (open-top AFV with no MGs), creating a 4 which destroys the SU100.

Thus—an automatic German victory, as the Russians are eliminated and the German player controls building G4. The most important thing to note is that both sides are reduced a morale level due to Battlefield Integrity. This means the AFV cannot be assaulted until the 6 + 1 leader is created, which is just enough to restore the German player to normal morale. Too, the creation of the leader allows the 8-3-8 to rally, thus enabling the German player to eliminate the Russian squads in G6. This means the lowly 4-3-6 must get the SU100; since even doubletiming it has but five MPs, the only route it can take without being shot is through hex G5. All in all, a truly elegant solution to a truly challenging contest.



## OPPONENTS WANTED

Opponent wanted for SL, COI, COD and 3R. Allen Womack, 917 Alford Ave., Birmingham, AL 35226, (205) 823-7349.

I would like an opponent for a WSIM game. Scenario 5. Area 1200. Using phm system in General Vol. 18, No. 3. 28 yrs. old. Dudley Kidd, 2421 Redmond Rd., Huntsville, AL 35810, (205) 495-1581.

Average player needs f1 opponents for TRC, WAS, VITP, AK. Willing to learn others. Anyone in NLR area? R.A. Young, 12 Ridgeway Rd., Jacksonville, AR 72076, 834-1844.

Adult f1 for SL, COI, COD and others. Bob Harder, 3017 E. Oak Hill St., Sierra Vista, AZ 85635, (602) 738-2938.

Phm Area rated 1500. 3R, have system, will play f1 end. Mike Grotko, 11017 Dodson #2, El Monte, CA 91733.

Adult (30) O.C. game seeks f1 for AF, DL, SUB. Also running AF/DL campaign for interested parties. Will answer all inquiries. Any OK. Ronald Finkelman, 12132 Bayport, #2, Garden Grove, CA 92640, (714) 760-6252.

Phm SLI Have good system; wish to use all rules; any scenario(s); rated (1300) or not; prompt weekly mailings; also want partner to learn COI. Tim Staples, 6641 B Sabado Tarpe, Isla Vista, CA 93117, (805) 685-5626.

Adult game challenges, any rated 1200 - in WSIM scenario in Gen. Vol. 18, No. 3. Strachan vs. Dumanoir. I play French, use L. Carpenter's system. Same rules. Kevin Kinsell, 26213 Via Roble, Mission Viejo, CA 92691, (714) 830-2939.

SL, COI, COD, player rates himself good. Will play any one in the NAPA area or TRC by mail. Josh Kardan, 3509 Willis Dr., NAPA, CA 94958, (707) 253-1871.

Phm opponents wanted for SL, COI, COD or GE. I have good game rated with rating of 1350 +. I must have phm rules. You choose scenario, I'll choose sides. Chuck Watson, Jr., 1250 N. Mentor #14, Pasadena, CA 91104.

Area 1240 (Prov.) seeks phm opponent for BB/65, FE. Rated games only. Phm code of conduct necessary. All letters answered. John R. Seamon, 2359 Dover Way, Pittsburgh, CA 94565, (415) 452-1870.

Adult game seeks f1 for BB, MD, PL, RB, SL, STAL, others. Non Area, but willing to play any game. George Senda, 2304 N. Kirby Way, Roseville, CA 95678.

15 yr. old veteran seeks opponents for f1 SL, COI, and COD. Any age. Area rated 1500. Am well experienced in all above games. William Bowers, 39 Calera Cyn. Rd., Salinas, CA 93908, 484-1031.

Wanted good/excellent 3R player or players in San Bernardino area. Also good at TRC & 1776. Age not important, but must finish game. R. K. Story, 7541 N. Mt. View, San Bernardino, CA 92410 (714) 889-5246.

Looking for local games Area or not for f1 TLD, SL system. Also Area 1800 + phm f1 for AF, FE, TRC, W&P, WAT, David Allen, 1914 Chatsworth Blvd., San Diego, CA 92107, 248-7985.

Phm PB scenario 6 as Germans. Also interested in Chatterbox scenarios. Will f1 all game types. Ken Burke, 6 Meadowbrook Rd., W. Hartford, CT 06107, (203) 521-2891.

DL, FT, MD, JU 3R, TAC, WAS, W&P opponent wanted. All letters answered. Jay Windsor, Box 677, Hartly, DE 19953, (302) 492-8640.

Eager adult novice. Area prov. 600. Looking for f1 phm game to play. BB/81, PB, WAT, consider others. I'm desperate. Any clubs in area? Marc Gallieri, 8718 NW 4th St., Plantation, FL 33324, 475-8466.

1200+ seeking rated phm in AZ "74 campaign game or free form COI, SL, also BB/81. Honor system only for COI/SL. C.L. Morrison, 4382-A Brewer Rd., Tallahassee, FL 32308.

14 yr. old 3R fanatic looking for opponent in Idaho, phm or otherwise. Prefers Axis or will take Allies. All letters answered. Mike Wilson, 565 Westridge Dr., Idaho Falls, ID 83402, (208) 529-8124.

Veteran gamer needs f1 AOC, FE, GOA, JU, MD, PB, VITP. WSIM also phm LW. Bruce A. Chennell, 507 Maplewood, Dekalb, IN 46015, (515) 756-3035.

Adult novice wants to phm AITW, TRC, SST, WSIM, basic 1776, others. Quick responses. Use your system or device one. For experience, not blood. Ken Granger, 7318 Savannah Dr., Indianapolis, IN 46217, (317) 639-7868.

Area 1200+ prov. looking for opponent to challenge the Royal Navy in rated phm WAS or WASII. Also, need phm system for BIS. Charles B. Baker, RR #2 Box 175c, Pekin, IN 47165, (812) 967-2693.

Area 1200+ prov. looking for opponent to defend the Reich against Allied bombers in rated phm LW. "Can you succeed where Goering failed?" Charles B. Baker, RR #2 Box 175c, Pekin, IN 47165, (812) 967-2693.

15 yr. old novice seeks opponents in Area. No phm experience but willing to learn games. Any OK. Ronald Finkelman, 12132 Bayport, #2, Garden Grove, CA 92640, (714) 760-6252.

Opponents badly needed for 3R, W&P, 1776, WAS, PL. I'm a dedicated 3R fan and in need of an opponent. Tim Akorn, 1130 Country Club Rd., Warsaw, IN 46580, (317) 269-1510.

Adult 26, will phm BB/81, TRC, PL. Maybe SOA if you have system. No blood, just history. Steven Layton, 5304 E. Lincoln, Wichita, KS 67218, (316) 683-8695.

Beginner not rated looking for opponents for BB, PL or SL. Phm only. Need systems for PL and SL. Inexperienced but would like to learn. Phil Deidol, 71 Barbara St., Westfield, MA 01085, 662-0288.

Looking for f1 opponents in Northern P.G. county area. Wish to expand existing club. Play many types of games, but boardgames are the main item. Kevin Combs, 11224 Old Balto. Pike, Beltsville, MD 20705, (301) 937-2495.

Adult wargame group looking for players in the eastern shore area. We play 3R, W&P, BB, GOA, TRC, TLD, FE, and others. Call or write: Bob Deidol, 407 Walnut St., Peomoke, MD 21851, 957-3541.

Adult looking for f1 competition. Any age. BB (both editions), SL, COI, COD, MD, SON, 3R, VITP, WAS, WQ, WSIM, DIP, AK, CAE, RW, KM, Onir L. Durali, 312 Leyton Rd., Reisterstown, MD 21116, 833-3073.

SL, COI, COD, f1, Dave Belknap, 36070 Brookview, Livonia, MI 48152, 591-0436.

16 yr. old with 3 yrs. experience looking for opponents for phm and local play, prefer W&P, COI, COD, WSIM have others. Will learn fast. David Stephenson, 31 Francisca, Lowell, MI 49331, 897-5360.

Want Area rated, summer phm opposition for BL. Will not use rules 28, 32, 33.7. Wish to start games beginning in June. Rated 1043 CCH. B. Matthews, 4995 E. Stanley Rd., Mt. Morris, MI 48458.

Wanted phm opponents in FE, LW, WAT, DD and AK. Les Lightstone, 16091 Harden Cir., Southfield, MI 48075, 559-1078.

16 yr. old looking for opponent for f1 play with RW, WAS, SL, TRC, J. D. Hirt, II, 1384 Sargent Ave., St. Paul, MN 55105, 698-4722.

Civilization game em'ed using limited intelligence rules. Small game fee which is refundable. Robert Brown, Apt 205 Mid Meade Manor, W. Eveleth, MN 55734, (218) 744-1581.

Is there any game in the Joplin area for f1 DL, FE, MD, NP, WSIM, WAS, VITP, TRC? I am willing to learn others. Kurt Zachary, 5134 S. Pennsylvania, Webb City, MO 64870, 673-5192.

14 yr. old and 26 yr. old need opp. for multi-player f1 SON, 3R, MK, GOA, SA, W&P, DRP, MA, KM. Have 35 other games. Greg Millsap, 4821 Chantilly St., Las Vegas, NV 89116, 451-4400.

Adult wants f1 opp. in VITP, WAS(v), SL, COI, COD, SOA. Willing to learn any game. Desire long term connection with adults. James Barker, Box 8256, Reno, NV 89513, (702) 786-2273.

Wanted f1 player in 3R. In my area. Well experienced player. Any takers? John Boston, Sr., 38 Summer St., Rochester, NH 03867, (603) 332-3828.

Average ability 30 yr. old looking for f1 in area. Will play almost all AH games but especially enjoy TRC, AZ, AOC, RR, 1776. Ed Cayley, P.O. Box P, Hampton, NH 03842, (603) 926-3827.

Area 1700+ prov. seeking rated phm f1 for COI/COD. I have phm system. Will play 1500+ preference to play players. Neil R. Bonner, 49 Colts Neck Rd., Freehold, NJ 07728, (201) 431-9585.

Adult game looking for f1 competition in 3R, TRC, FE, GOA and other games. Rated or unrated; 20 or older only please. Mark Wozniak, Barrington Gardens #96, Matawan, NJ 07747, 261-7620.

Phm f1 wanted. Will answer all letters promptly and finish all games. Don Vuckovich, 554 Crescent Ave., Aurora, IN 46002, 436-7626.

Area rated phm TRC. Campaign game. Optional rules or variants open for discussion. Rated 1550+ looking for Area rated 1500+ opponents. All inquiries answered. Kevin M. Murray, 13 Van Buren Dr., Kinderhook, NY 12106, (518) 758-9619.

Opponents for PL and PL. F1 or phm. Donald Gilbert, 64 Amber Ln., Levittown, NY 11756, 735-6431.

Adult game seeks to form gaming club in the northern Westchester, Putnam county area. Please contact: Rich Feizer, 98 Topland Rd., Mahopac, NY 10541, (914) 628-5235.

11 yr. old will play f1 SL, COI, COD, GL, CM. Any nearby clubs? Anthony Cooper, 48 E. Hamilton Ave., Massapequa, NY 11758, (516) 795-4513.

Achtung! 16 yr. old Area 900 prov desires phm TRC, FE, AOC, BL. Also phm 3R COD your system. Any other Wayne county gamers around? David Maurer, 801 East Ave., Newark, NJ 14513, (315) 331-1374.

Area 1650 + wants phm FR. Will play Area 1350 up. Me allies OBA or German OBE. Evac Airborne only options we may use. Wesley Letam, 172 Duffern Dr., Rochester, NY 14616, (716) 663-4805.

Rochester area Diplomacy players organization play DIP, f1, phm, and by phone. Also need opponents for DD, AK, Area 1380 prov. Bill Highfield, 212 East Ridge Rd., Rochester, NY 14622, (716) 266-7200.

Wanted rated opponents for SL, COI, COD. Area 1500 prov. seeks 1200+ for phm. Also unrated PL, S&P, SST, phm James Manfredi, 217 Lenoir Ave., Syracuse, NY 13210, (315) 474-3660.

Looking for f1 play: SL, COI, COD, also PL. PB, AIW. John McCamy, 2215 Hoover, Bismark, ND 58501, 224-0374.

There's people in Nodak too! Good player playing for blood f1 for COI, COD. Will play in library weekends, weeknights. Like to start club. Joe Kouba, 40913b Ave. N.E., Minot, ND 58701, (701) 839-6616.

Attention wargamers, looking for serious gamers who want competitive f1 action in most AH games. Mark Ambros, 7920 Will Hill Rd., Charlotte, NC 28212, (704) 545-8048.

Up to ten players needed for multi-player phm game of blind man's eye Squad Leader. Send to information. Sandy O'Neil, 415 Milton St., Greensboro, NC 27403, (919) 274-4564.

Where are the Winston-Salem gamers? F1 play for TRC, SL, COI, CL. I have a large collection Dan Castelli, Box 7993, Reynolds Station Winston-Salem, NC 27109, (919) 722-0529.

Opponents desperately wanted for SL. I also own and am interested in games. 2 yrs. limited experience in SL. Toby Vaughn, 808 E. 100th Place, Cleveland, OH 44105, (216) 441-0723.

COD, COI, SL. F1 only. Prefer experienced players who will play serious beginners. Marc Silling, 6552 N. Pleasant Ave., Kent, OH 44240, (216) 678-8863.

3R, SL, COI, COD. M.A. Cross, 6911-13 Snow Hill, OK 73165, (405) 248-7705.

Players needed for phm, AF, FE, GOA, JU, MD, PB, VITP. AF (AH), DL (AH), and good condition. Charles B. Baker, RR #2 Box 175c, Pekin, IN 47165, (812) 967-2693.

13 yr. old wants f1 opponent for BIS, MD. 4 months exp. in each. Prefer Axis side. Jack Brown, 1142 Columbia Ave., Sunnyside, WA 98944, (509) 837-7673.

Milwaukee wargamers invited to free weekly Sat. p.m. f1 gaming by Univ. of Wis-Milwaukee Players Assoc., at Student Union, Robert Redmond, 2134 N. 61 St., Wauwatosa, WI 53213, (414) 453-4389.

Adult (29) beginner looking for F1 W&P, FE, AK, WSIM, SL, KM, BL, TR. Need patient person to help me with SL. Gord Reid, 29 Rhodes Ave., Toronto, Ontario M4L3A3, (416) 469-4850.

GJO 1400 + seeks rated phm TRC using a variant. You choose sides. All takers 1200+ guaranteed to match. J. C. Lawson, 1515 Gist St., BL (48-5), Columbia, SC 29202.

Bored! World's Fat travelers stopping in Chattanooga contact me. For f1 play. Familiar with SL, PB, 3R, PL, etc. One mile from 175-24 interchange. Frank Derryberry, 1626 Fernwood Cir., Chattanooga, TN 37421, (615) 892-6548.

COI, DWTK, FTW, GL, SUB, SL, SON, WSIM. Wayne Goodman, 1223 Stafford Ave., Nashville, TN 37216, (615) 226-3483.

25 yr. old seeking f1 opponents. Gusslinger, AF, FTW, are of special interest. Paul Trandel, 8100 Balcones Dr., Apt. 153, Austin, TX 78759, 346-1408.

F1 f1 FT, SL, COI, COD, PB, FE, LW, AIW. Like Charles to Houston, Silbore, Pl. Arthur. Clubs? PB, phm but f1 blood now! Area. Walt Jones, 4040 Crow Rd #1202, Beaumont, TX 77706, (713) 892-0291.

Two non-rated, but good, gamers seeking new blood in Corpus Christi area. Have 2nd edition 3R, TRC, WSIM, GE. New to SL but learning. Tony Allison/David Funderburg, 3030 Antelope #97, Corpus Christi, TX 78404, (512) 882-3681.

Area 900 novice in desperate need of rated phm opponents. Call DD, AK, and STAL. South TX gamers please. Jeffrey Pierce, 2942 Cypress, Harlingen, TX 78550, (512) 425-6267.

Unrated player in eastern Houston for f1 with any game. I have SL, COI, COD, 3R, TRC, AITW, PB, PL, TAC, Steve Seps, 12226 Fleming Dr., Apt. 406, Houston, TX 77031.

Where is that Texas spirit? I can't be the only one here! Contact a good club! Let's go armadillo lovers! Contact Texas Coordinator: Tony Lindman, 1305 Sandy Cir., Irving, TX 76060, (214) 223-3999.

Area 900 wishes f1 or phm for AK, BB/81, TRC, or SL. AH WWII games. Robert Lucas, 4654 Mistletoe, Wichita Falls, TX 76310.

31 yr. old wargamer will travel to meet with opponents. Any game, but enjoy 3R, MD. Paul Cook, 5785 Redwood Ln., Ogden, UT 84403, (801) 479-3131.

Graduate student looking for f1 in D.C. area. WSIM, 3R, SL, COI, Phm WSIM or 3R using honor system. Tracy C. Graf, 534 Imboden St., Pikesville, MD 21208, (410) 522-9004.

19 yr. old experienced gamer looking for f1 opponents near Alexandria for COD, 3R, TRC. Will play for Area rating. Daniel Motte, 17 W. Chapman St., Alexandria, VA 22301, (703) 549-4495.

Novice player looking for any wargame playing MD. Come on Northern VA players, where are you? Michael Gallagher, 231 Kent Street, Falls Church, VA 22046, (531) 793-7892.

F1 opponent wanted for advanced GE with Optional Rules North or South. Charles Clark, 603 Lubbe Ave., Richmond, VA 23226, (703) 288-0508.

Experienced player wishes to contact several others to form group for combat in 3R. Third edition rules apply, willing to instruct beginners. William Seagrath, 1216 Clydesdale LA, Va. Beach, VA 23644, 420-0056.

14 yr. old wants f1 opponent for SL, COI, COD, 3R will learn others. For fun or blood. Mike Perlow, 12412 NE 37th St., Bellevue, WA 98005, 885-5057.

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## OPPONENTS WANTED

For sale: GE/64. Components, excellent condition. Box, fair condition. Will take \$15 or best offer. To buy: WSIM, AF (AH), DL (AH), used, good condition. Charles B. Baker, RR #2 Box 175c, Pekin, IN 47165, (812) 967-2693.

For sale or trade GE/64, unplayed with phm kit \$25/offer. Send bids with SS&E. Want GE/61, hex grid, square counter. Will pay postage. Dana Kermis, 1723 Westfield, Wichita, KS 67212, (316) 721-3342.

Help! Desperately wanted: out of print AH wargames. Send list with titles, prices, conditions. Will pay reasonable prices. Neilhan V. Gatto, 39 Old Stagecoach Rd., Bedford, MA 01730, (617) 275-2221.

Wanted: wargamer's guide to STAL. Will consider phm and/or trade with my Lemans game. Bill Hecker, 144 Washington St., Leominster, MA 01453, (617) 537-2943.

For sale: Out of print wargames. Jutland, Anzio, Send SASE for list. Many good offers. I do like to sell. Kevin Conner, 11223 Old Balto. Pike, Beltsville, MD 20705, (301) 937-2495.

Prices reduced! Games and maps not sold with last ad are cut up to 50%. AH classics, 3M, Generals. SASE for new list. Kevin Gallagher, 105 E. Prospect St., Marquette, MI 49855, (906) 225-0928.

Selling all wargames. Many only played once. Send SASE for details and list. Greg Dahl, 1649 Euclid St., St. Paul, MN 55106, 771-8597.

For sale: Management AH's out-of-print business game. Also other World War II games. Send SASE for list. Gregory Gubroska, 1918 74th St., Brooklyn, NY 11224, 259-5436.

3R players! The Buzzard's Breath is your answer. Reliable 5+ old, rated 'fine specializing in multi-player games. Also W&P, SON, others. Samples 50¢. Mark Matsushita, H106 E. Campus, Columbia Univ. Law School, New York, NY 10027, (212) 865-5339.

Average adult gamer interested in joining a postal DIP game. Anyone need another player? Dennis Virling, 2827 Topview Place, Cincinnati, OH 45239, (513) 931-9353.

For sale in Ph. Pa. Area. Games in excellent condition. BL, BB, AK, GE, LW. Ask for Greg (412) 833-8613. Greg Koyser, 5984 Wallace Ave., Bethel Park, PA 15102.

For sale: GE/61 (hex) and GE/64 (square) to highest bidder. Wanted: Generals 12-1, 12-5, 13-6, 14-5, 15-6 and other collector's items. Bruce Bernard, 1223 W. 40th St., Erie, PA 16501, (814) 455-1381.

Battlefield Integrity Tables for COI, COD Scenarios 18 to 32. Tables allow for 218 variations in forces in Scenarios 20 and 26. Brett Byers, 630 Wynroth Lane, #12, Lancaster, PA 17603, (717) 394-2619.

For Sale: 17 old games. Good condition; also have old General issues. For info send SASE to: Gary Stockbridge, 3008 Meredith Lane, Norristown, PA 19401, 279-3330.

For sale: Many out-of-print wargames. All games in good shape, including some mini. Send SASE for list, or call after 6 p.m. James Jones, 4836 52nd St., Lubbock, TX 79414, (806) 799-1048.

U-boats mini set, best offer over \$20.00. Also 1914 etc. Send \$20.00. C. Delafield, 1507 Rocky Cove Cir., Plano, TX 75023, 424-1839.

Selling many wargames at a good price. Please send a SASE for list or send list of what you want. Mark H. Brady, Apt 308, 5831 Quantrell Ave., Alexandria, VA 22312, (703) 702-7009.